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ISSUE #88

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LIMBER UP FOR THIS ISSUE WITH OUR GREATEST GAMING MOMENT...

Dreamcast
SEGA
POWER
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Compatible with Windows CE

AT LAST!

Alright mate? And about ruddy time too! At last Sega's Dreamcast arrives in the UK! Result!

Cor, you wait around for two and a bit years for a new console and then one turns up with Internet access, 128-bit graphics and the most awesome line-up of launch titles ever to bless a UK console. Typical.

Yup, this month's greatest gaming moment has to be the arrival (AT LAST) of Sega's Dreamcast console. Just when you thought your PlayStation was looking a bit geriatric or your N64 was in dire need of a 64DD-based hip op' along comes a fresh and crispy new beauty to revive your interest in gaming. And not a moment too soon, we reckon!

Keep your eye's peeled for the best Dreamcast coverage only in GamesMaster over the coming months. Want to know if it's worth getting one in this Christmas? Only GamesMaster has the answer.

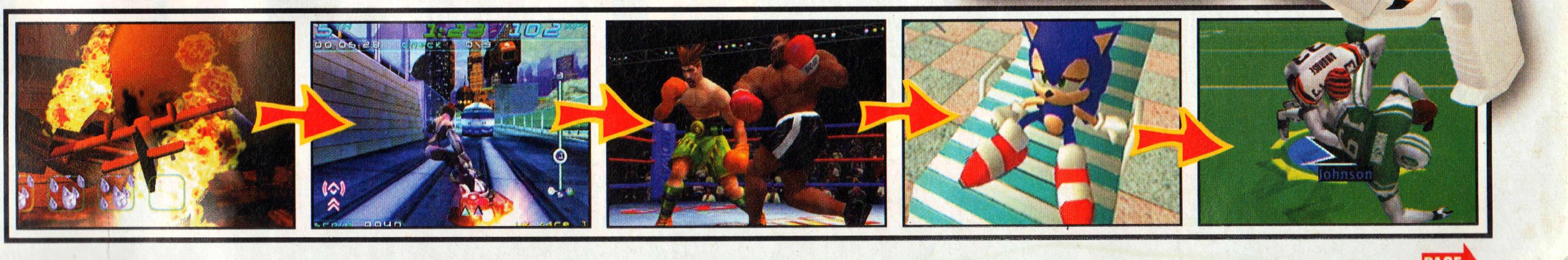
And what of this month's exclusive games? Well, grapple fans will be well chuffed with the world's first review of the next WWF game, *WWF Wrestlemania 2000* (see page 94) and those with the guts to 'grapple' with the latest in survival horror can get stuck into the first *Resident Evil 3* review in the UK (see page 76) Is it any 'cop' then? Ohhhhh yes…

And completing a trio of major pre-Christmas releases this month is Rare's first game since *Diddy Kong Racing*! Has *Jet Force Gemini* been worth the wait? Find out via our huge review! (see page 82).

And is there any more in the mag? You betcha. We've an ace *Pokémon* guide to help all you budding trainers log all your findings (and eek out those tricky to find final beasts), reviews of the likes of *Spyro 2* and *Formula 1 '99* plus previews of *Tomb Raider 4* and Dreamcast's mighty *Shenmue*!

And bringing up the not inconsiderable rear is six pages of the latest PlayStation 2 info. If you think the world of games has never looked better, you ain't seen nothing yet, believe me…

Daniel Griffiths,
Editor



FOR THE LATEST DREAMCAST LAUNCH NEWS FLIP THOSE PAGES!

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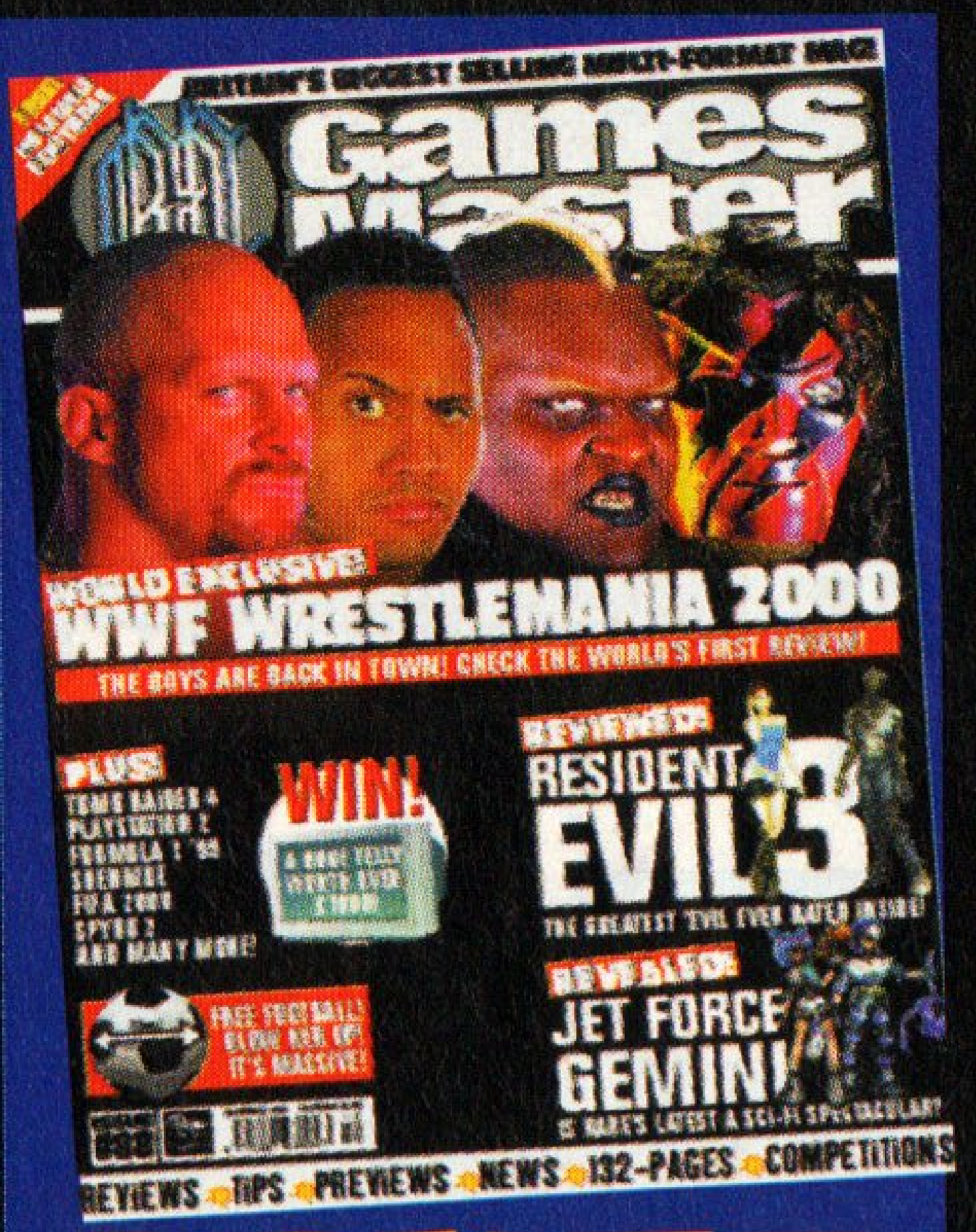
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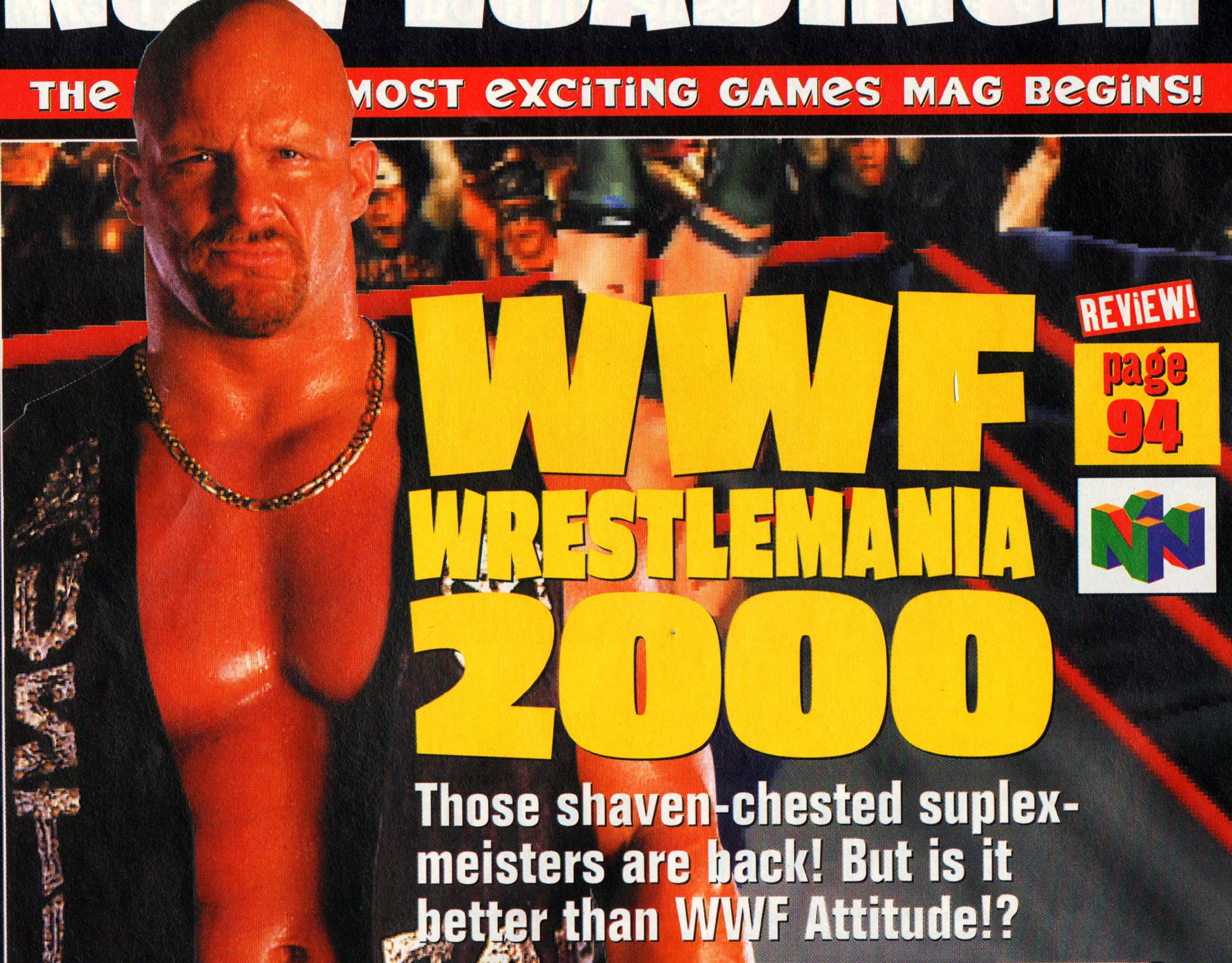

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WWF WRESTLEMANIA 2000

Those shaven-chested suplex-meisters are back! But is it better than WWF Attitude!?

PLAYSTATION2

Everything you need to know about Sony's dream machine!

SPECIAL!

PlayStation

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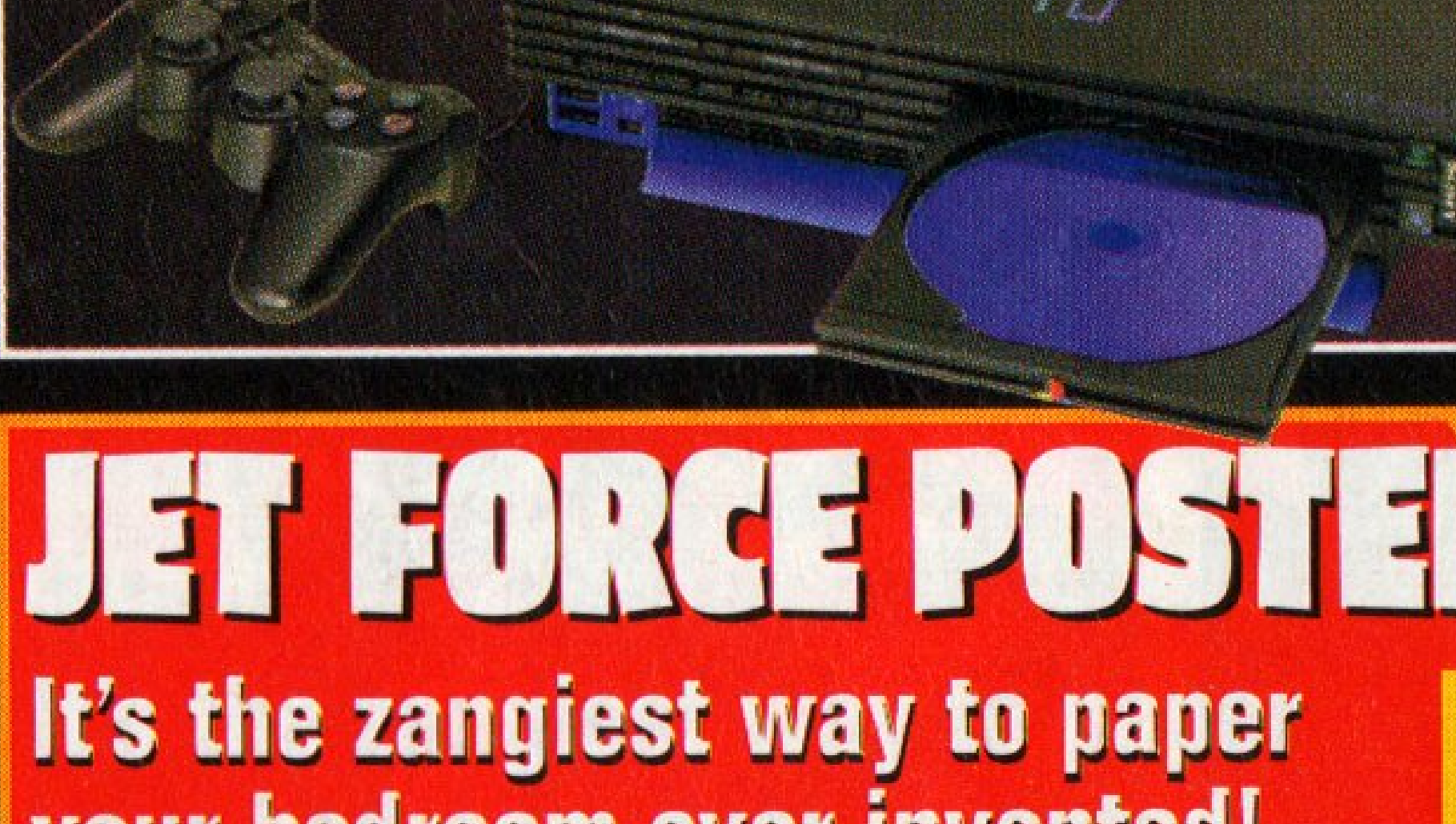

TOMB RAIDER

THE LAST REVELATION

We've played Lara's greatest adventure yet!

PlayStation

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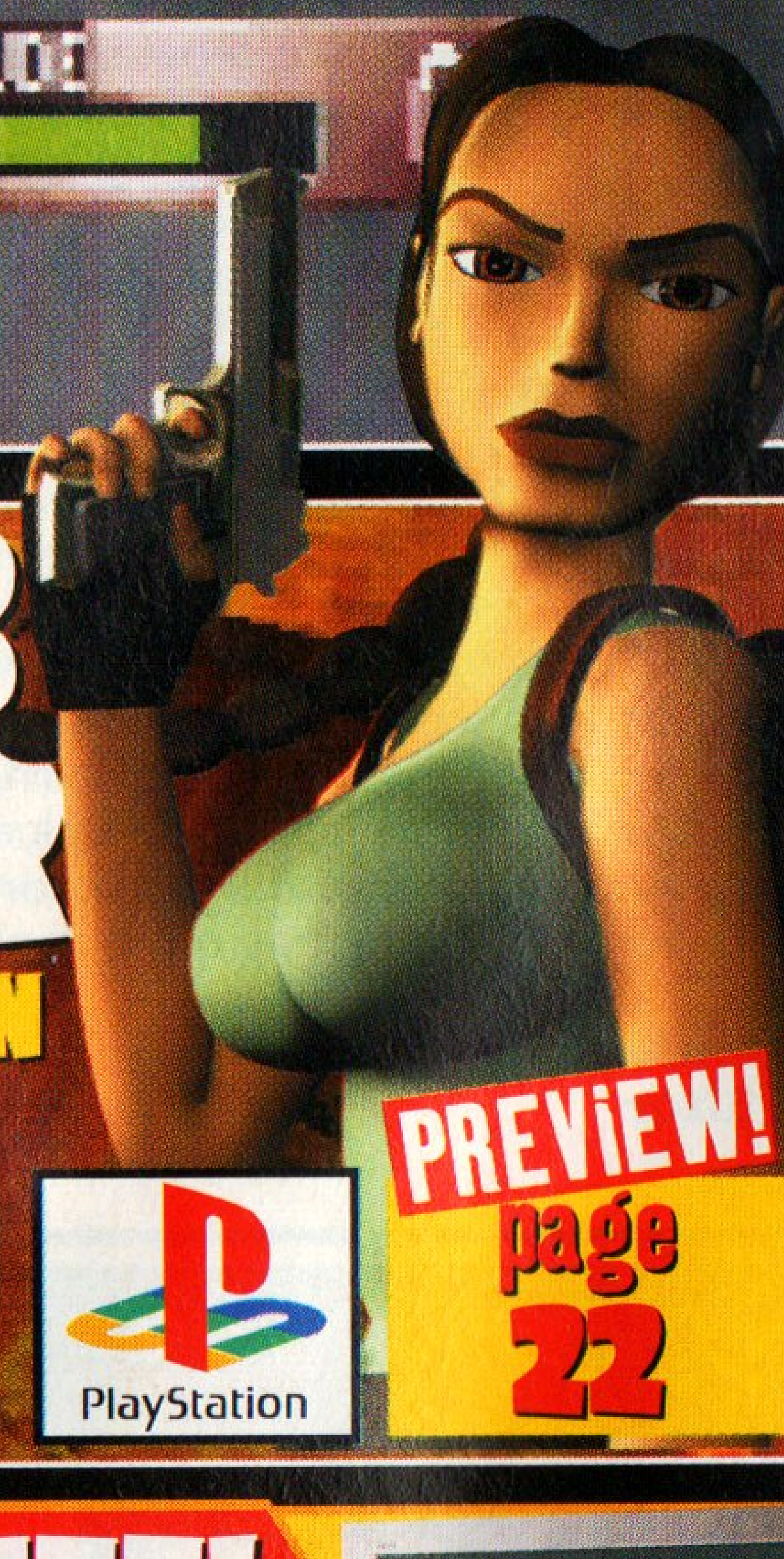

JET FORCE POSTER!

It's the zangiest way to paper your bedroom ever invented!

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WIN COOL STUFF!

Win the biggest and best TV in the world! Worth a fortune!

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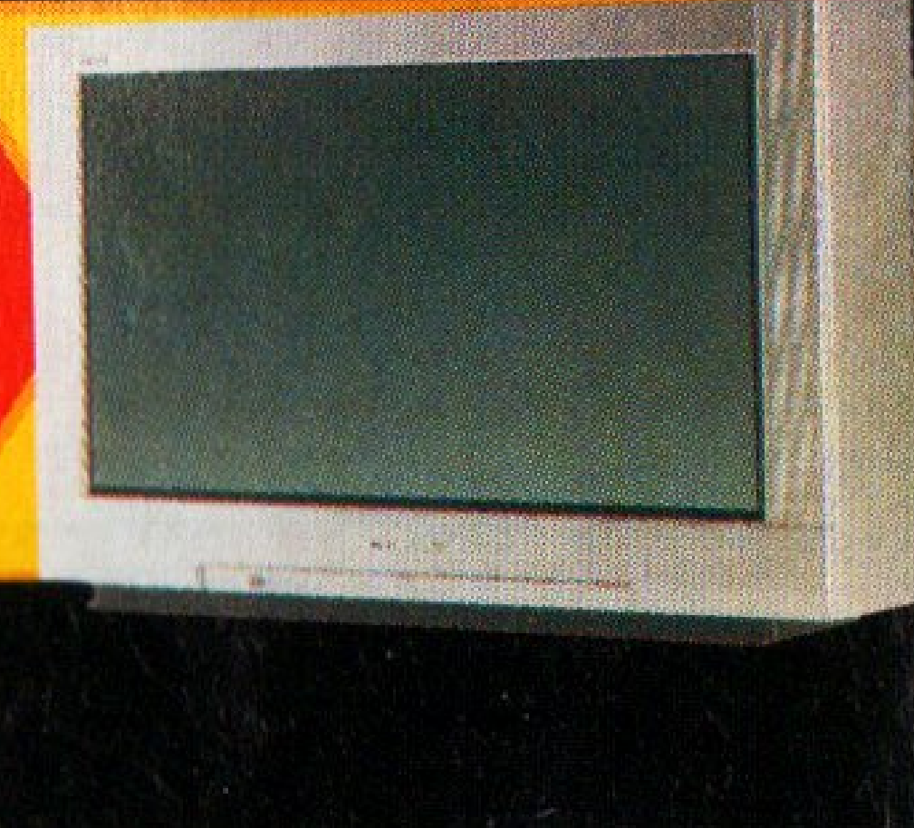

JET FORCE GEMINI

REVIEW!

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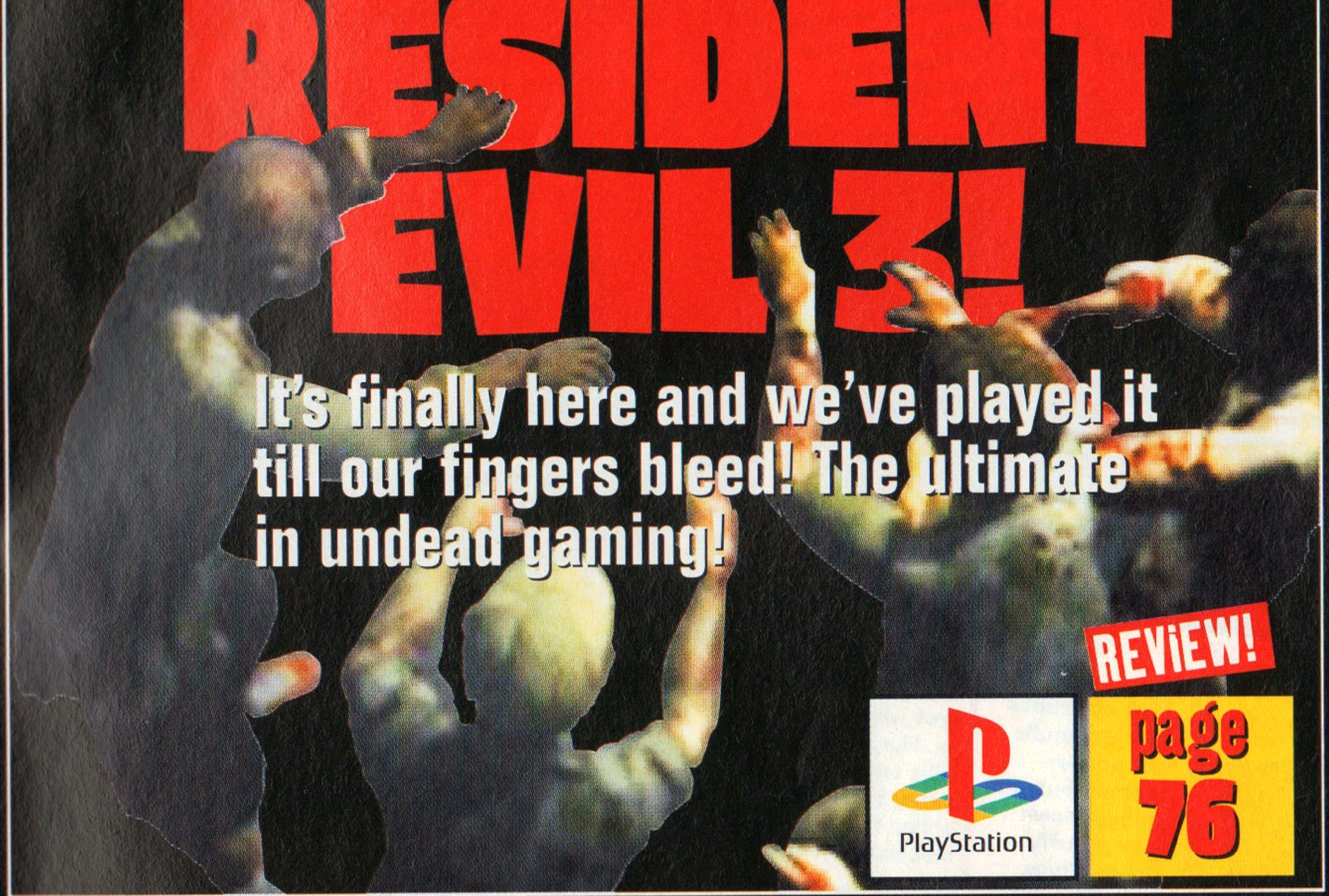
May the Jet Force be with you!

WE REVIEW RESIDENT EVIL 3!



It's finally here and we've played it till our fingers bleed! The ultimate in undead gaming!

REVIEW!

PlayStation

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F1 '99

The F1 series is back on track with the most realistic Grand Prixer yet!

REVIEW!

page 88

PlayStation

40 WINKS

REVIEW!

It might look sickeningly cute – but this is one of the finest PSX platformers around!

page 104

PlayStation

SHENMUE

PREVIEW!

page 26

We've played the Dreamcast's first killer app – and it looks as if it'll be one of the best adventure games ever!

Dreamcast

POKÉMON

GAME BOY COLOR

page 52

COMPLETE GUIDE

Our definitive guide to collecting all 150 of the tricky blighters!

TIPS!

NIPPY FINGERS!

in a rush? Then here's a quick guide to the gaming highlights:

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Cutthroats	PC	p112
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FREE FOOTBALL!

Get out the house for once and have a good kick-around with this blow-up football, courtesy of GM!

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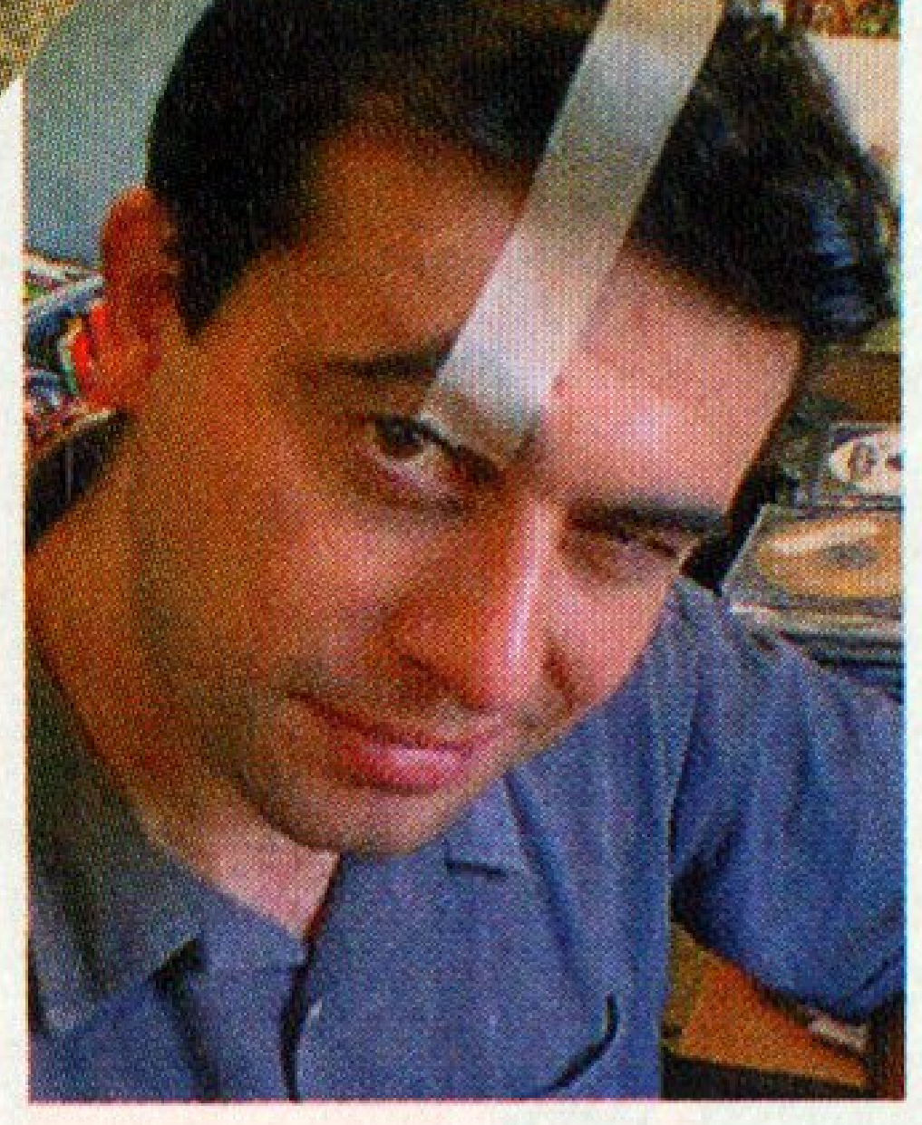
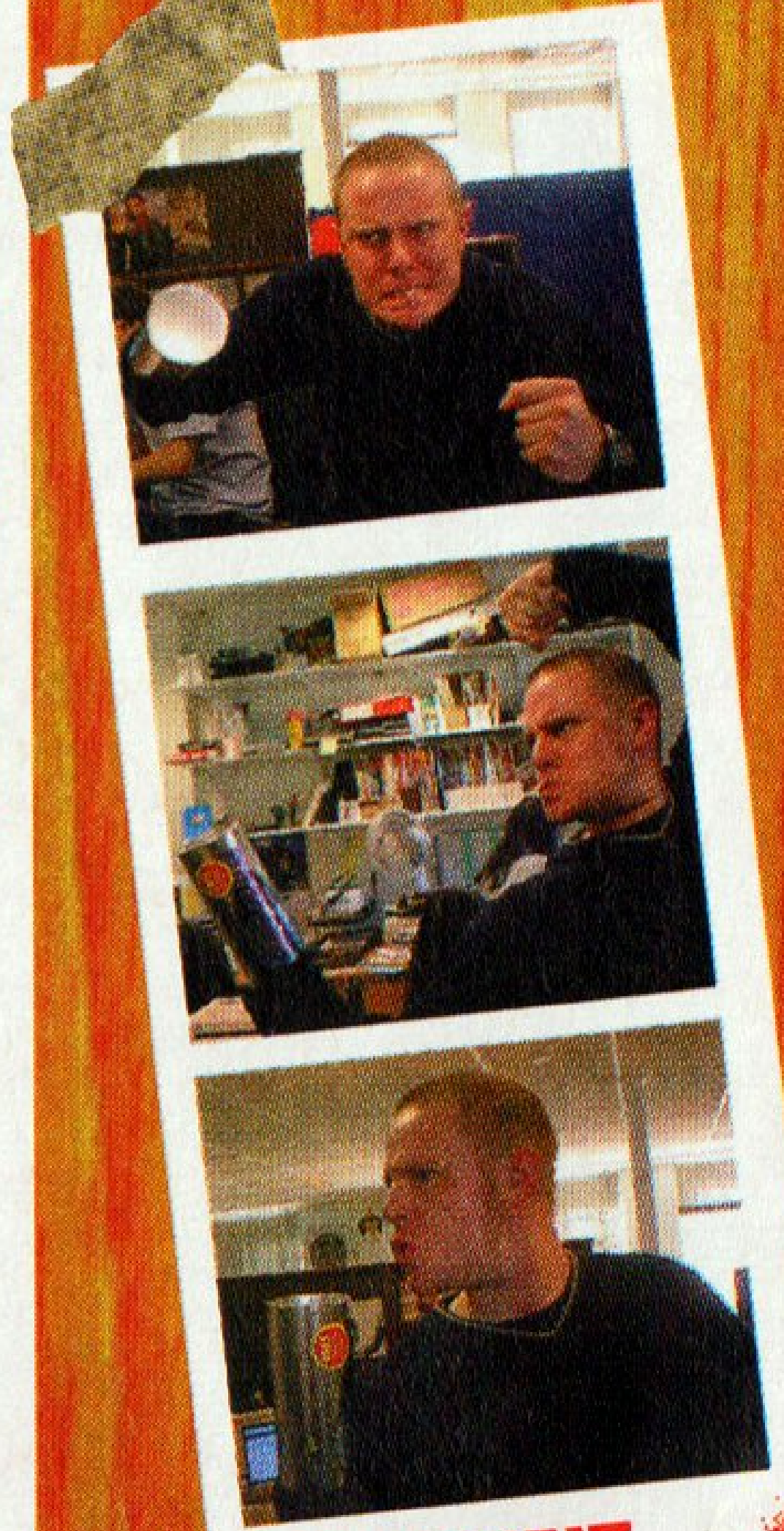
Games Master ZOO!

Who did what in #88?



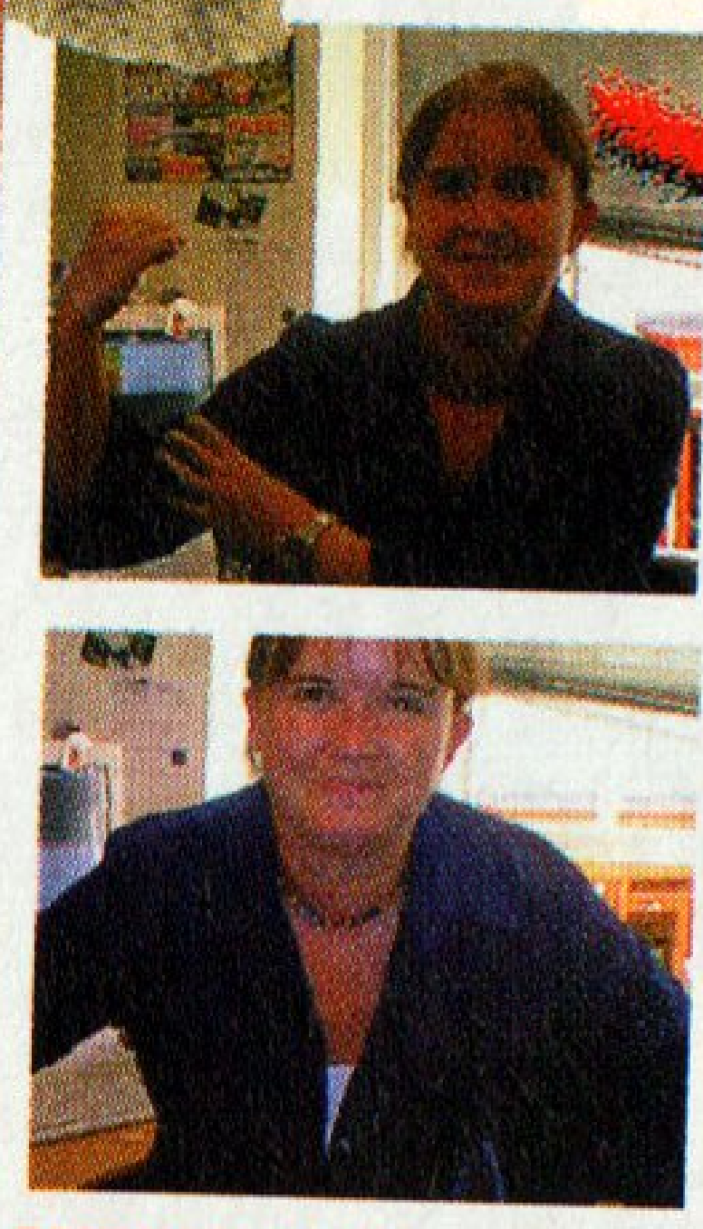
DANIEL GRIFFITHS
THE ROCK

"If The Rock can pull off 'The People's Eyebrow' then so can I!" mumbled Dan to himself while seeking the assistance of some adhesive tape. Dan's patented measure to ensure his eyebrows don't meet in the middle went horribly wrong when he was distracted by Les's impression of a tea pot.



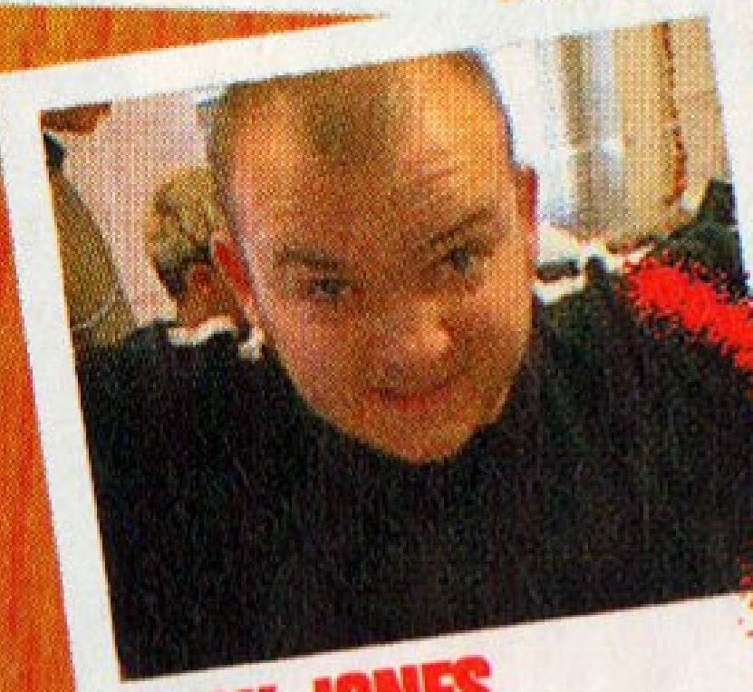
JONNIE BRYANT
ULTIMATE WARRIOR

"This is nothing but an appetiser to the power of the Warrior!" said Jonnie, as he offered to make everyone a nice cup of milky tea.



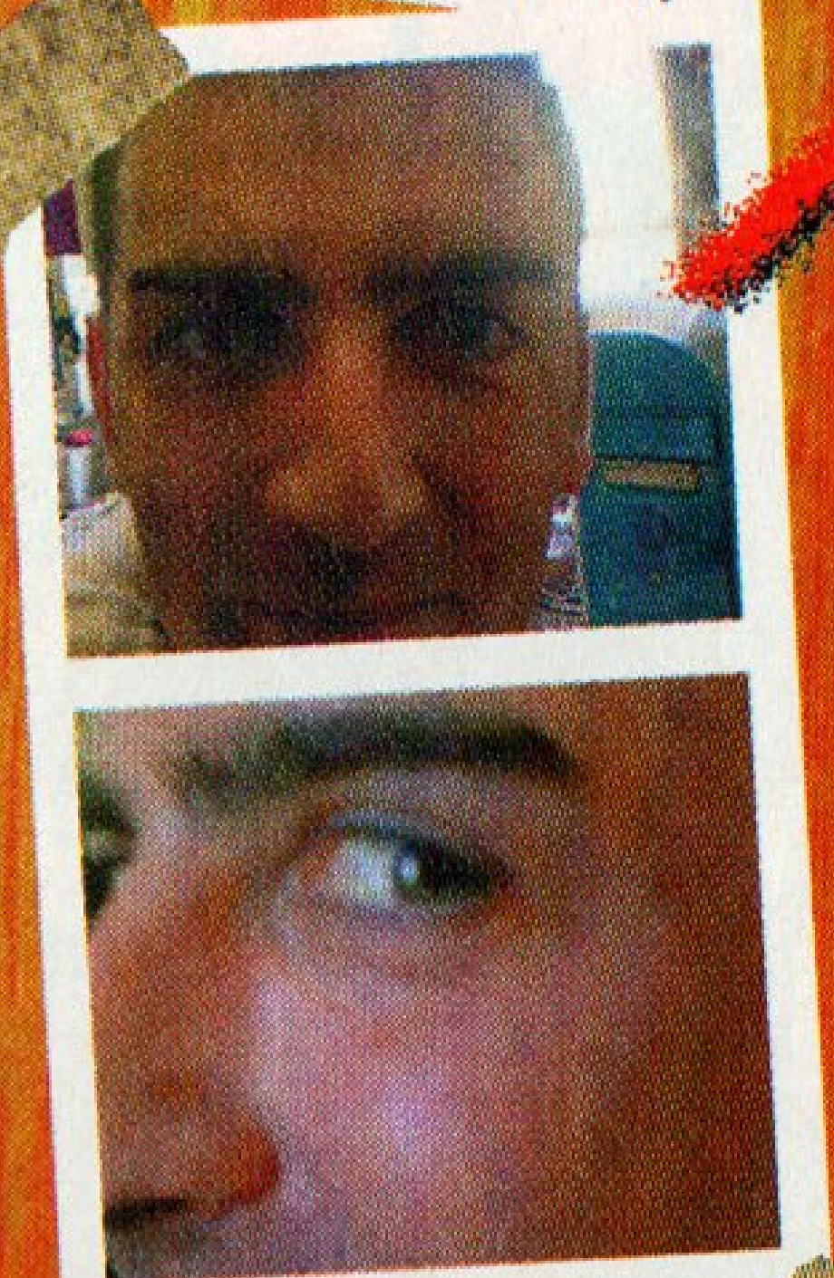
ANDREA BALL
LA PARKA

We asked Andrea to pose as her favourite wrestler but instead she burst into this bizarre line-dancing routine. Wha?...



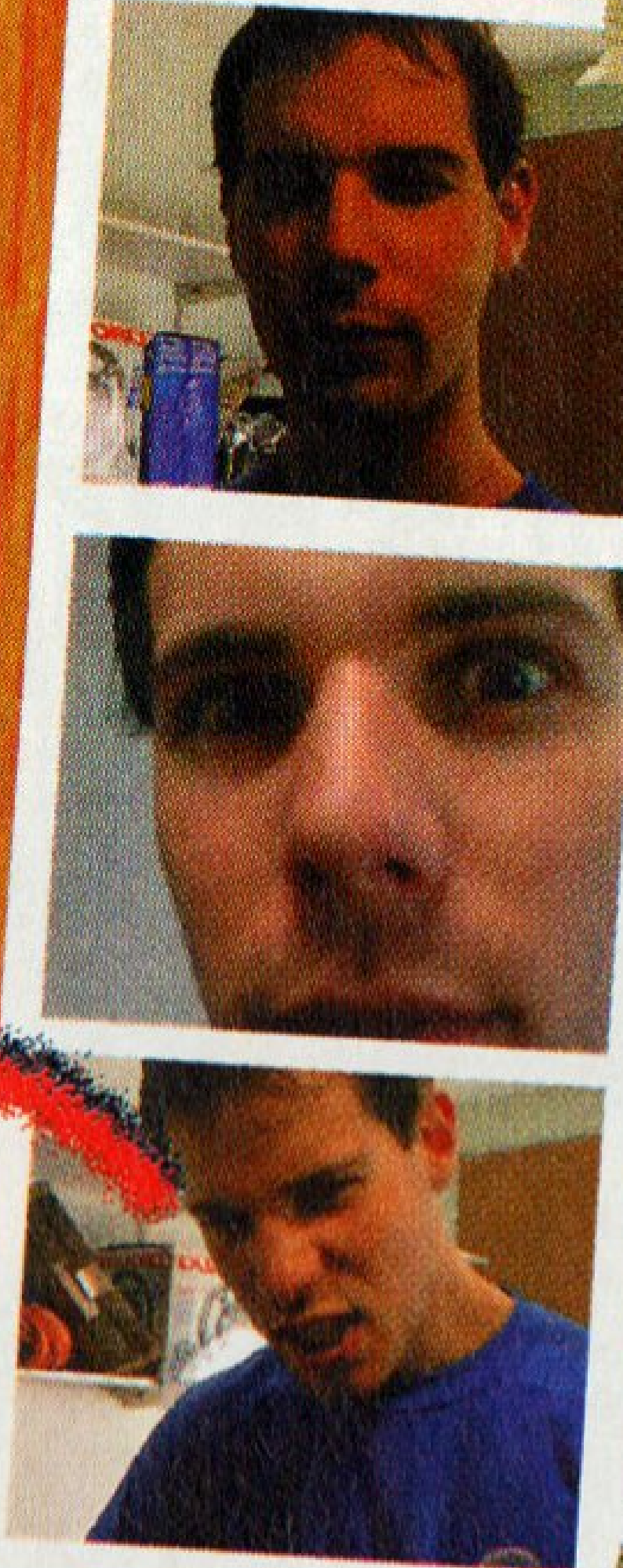
NICK JONES
STONE COLD

Nick attempts to manhandle our photographer but was calmed down with a fluffy kitten. Phew.



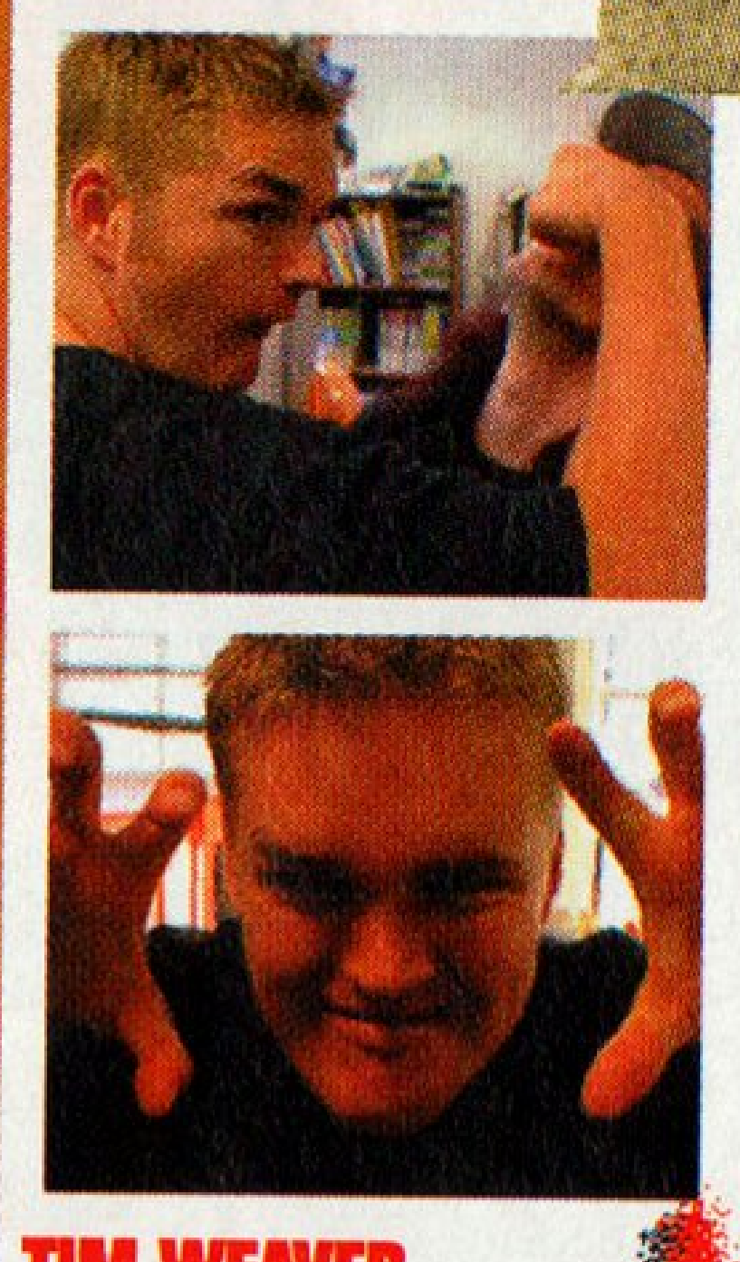
GRAHAM DALZELL
JUNKYARD DOG

"I don't even have to lay a finger on my opponents. I just stare them out and they run away screaming. Never figured out why."



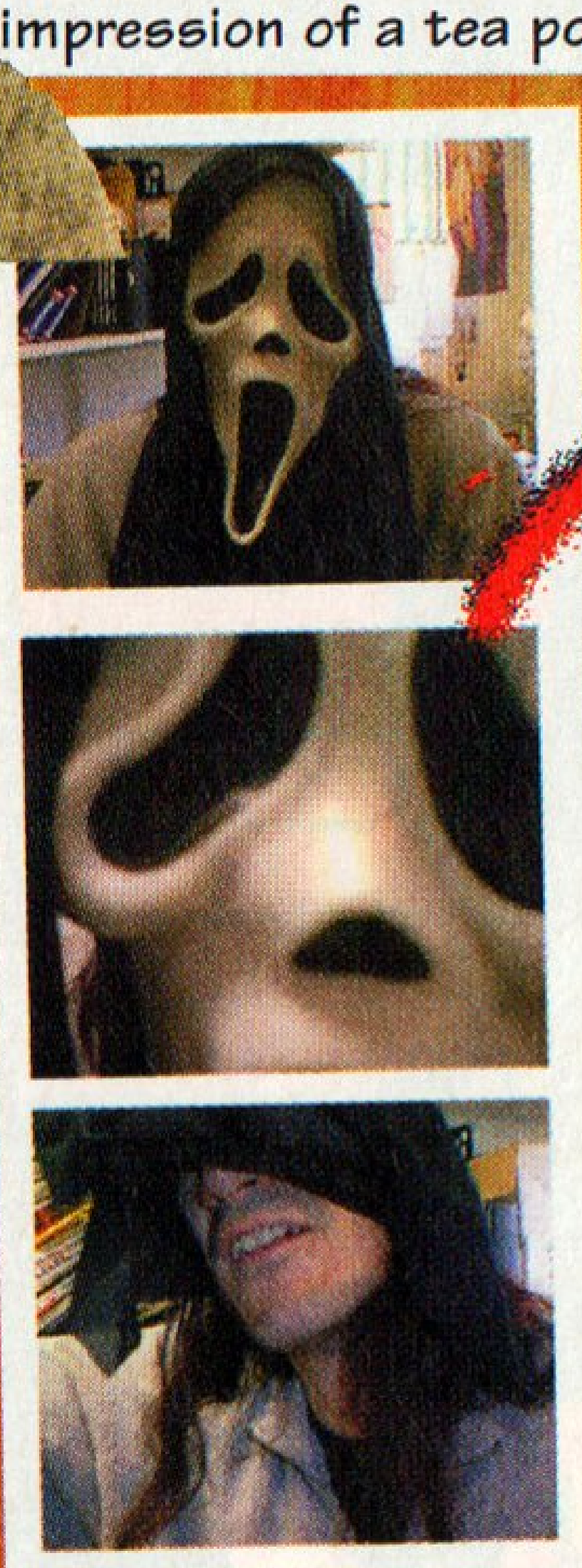
OLIVER HURLEY
X-PAC

Give it a rest will ya, Hurley!? Ollie tried to look scary but merely soiled himself instead. Again.



TIM WEAVER
THE ANIMAL

Tim is legendary for the number of victories he's had in the ring. (*Snip – Ed*).



LES ELLIS
THE UNDERTAKER

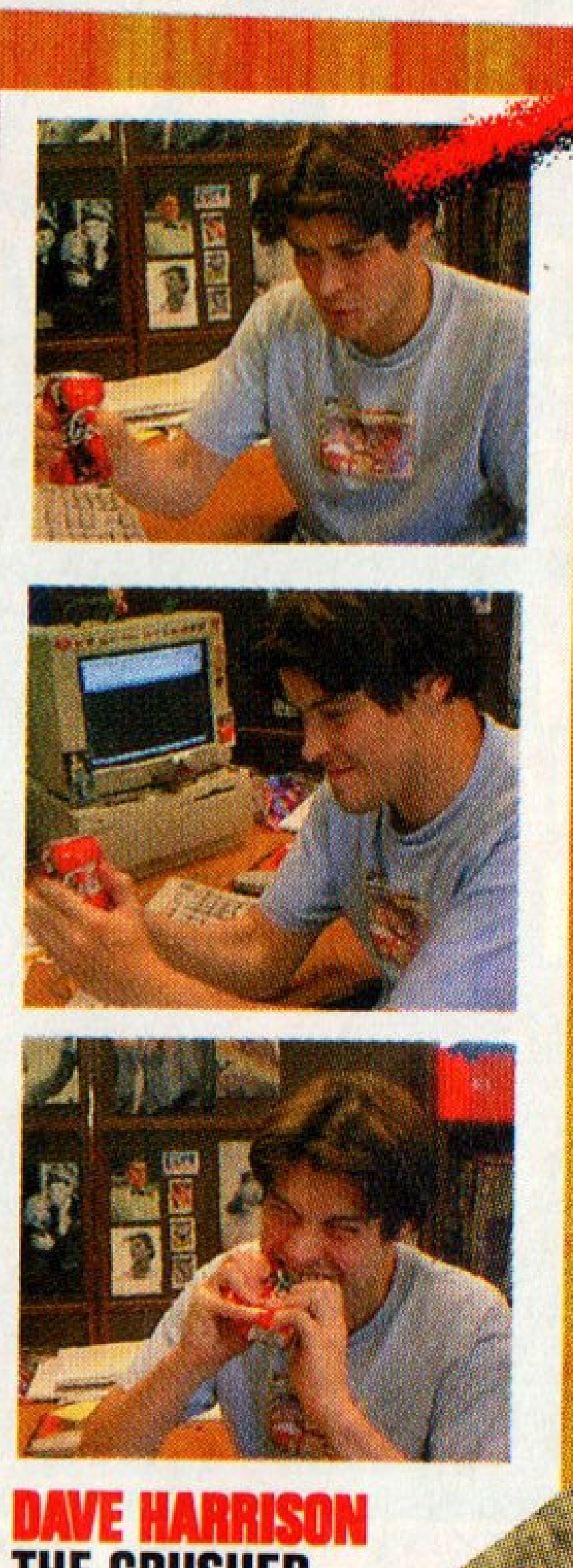
Les often wears this mask around town when he wants to go incognito.

JAMIE SEFTON
THE BIG VALBOWSKI

"Hello ladies! Sorry, you've just caught me having my pre-match warm-up. Care to join me?"

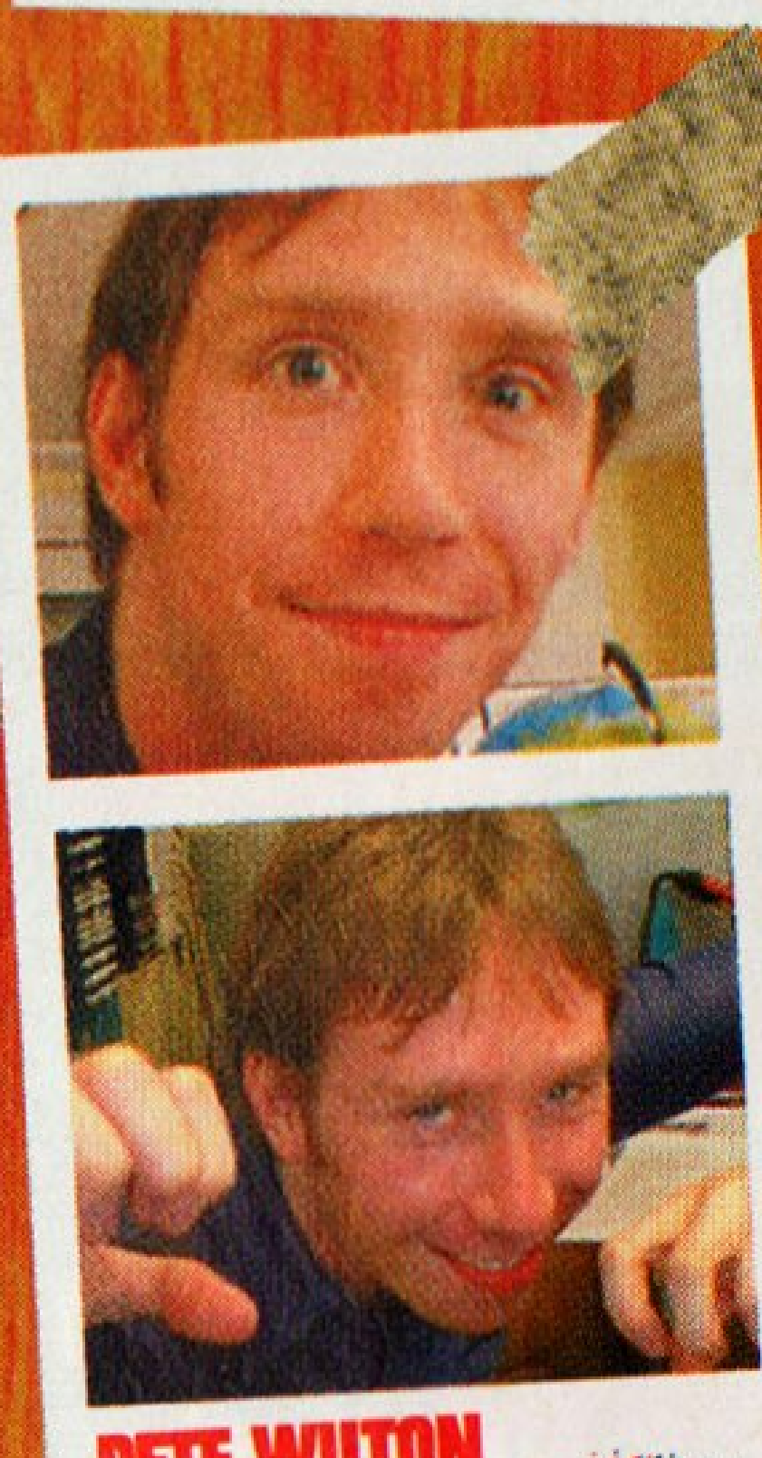
CLAIRE GRIFFIN
FABULOUS MOOLAH

"Little do they know that I can crush a man's skull with the slightest twitch of my left hand."



DAVE HARRISON
THE CRUSHER

After successfully eating this can of Coke, Dave attempted to swallow an HGV. He later complained that it gave him the runs.

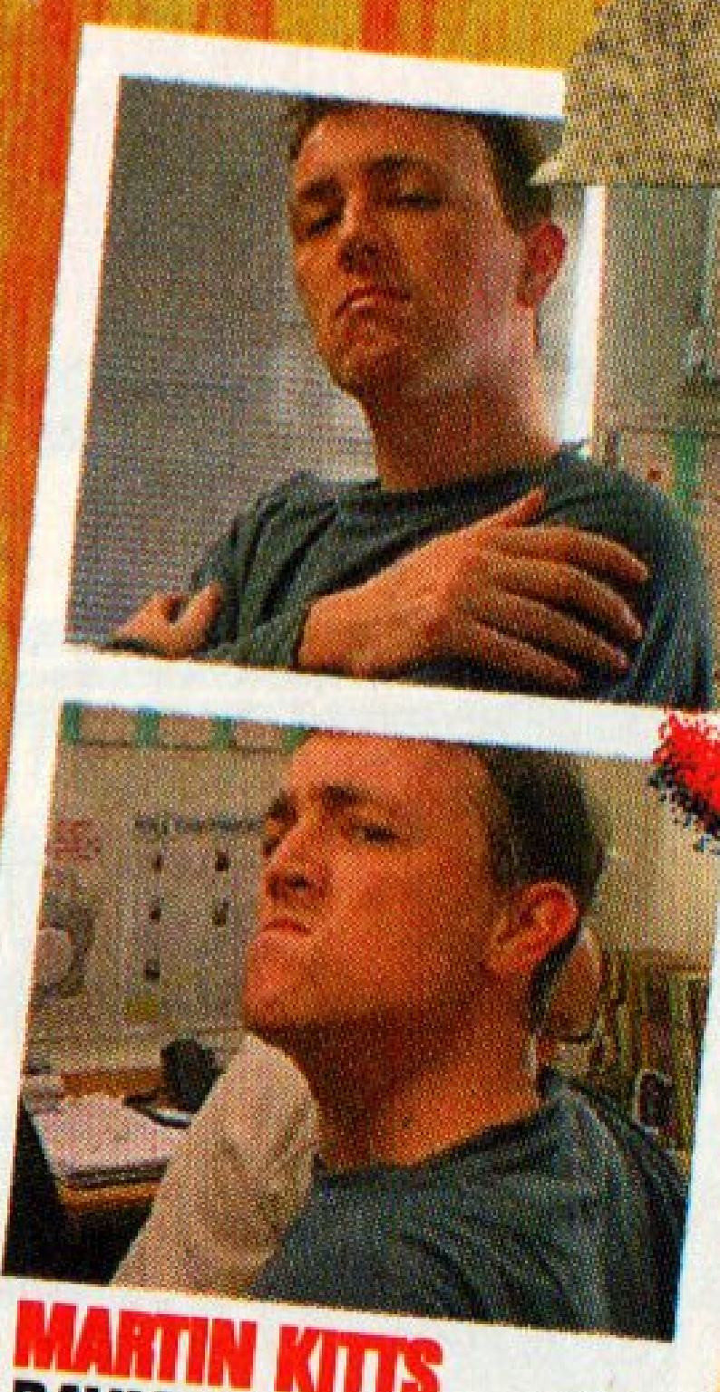


PETE WILTON
THE DRAGON

"I might not look like a trained killer," mused Pete. "Because you're not," we pointed out. "Oh yeah," he said despondently.

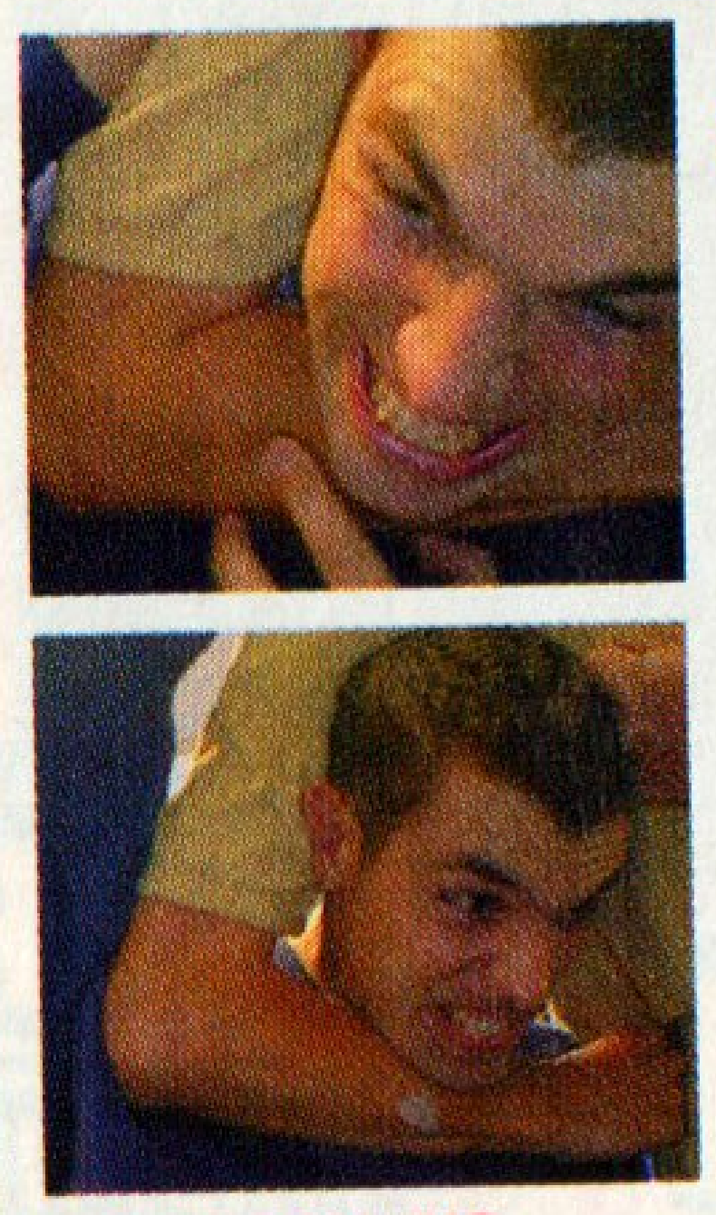
ANDREW COLLINS
YOKOZUNA

"As soon as I can get up from this sofa I'm gonna punch ya face in!"



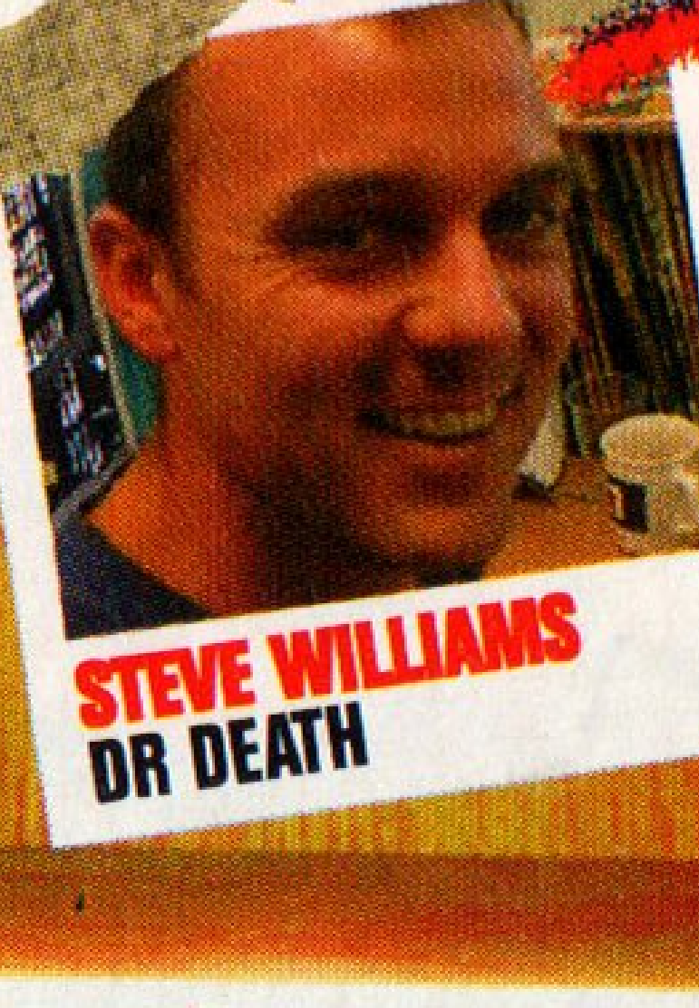
MARTIN KITTS
RAVISHING

"Why don't all you fat, out-of-shape, Games-Master-reading sweat-hogs keep the noise down while I take my robe off?!"



JAMIE DOLLING
BIG DADDY

We asked Jamie to comment after his head was pulled off. "Aaaaaaaaaa!" he said, succinctly.



STEVE WILLIAMS
DR DEATH

Despite his nice guy persona, Steve is a no-holds-barred pit fighting champion in Japan. So don't mess.

JAMES BLACKWELL
ROLLERBALL

Since forming a tag team with the Hulkster, Jimmer has been on an unstoppable pen-pilfering rampage.

MARK DONALD
MACHO MAN

Mark's ability to literally lift a swivel chair over his head never ceases to amaze us. The spanner.

RAISED ON WORMS
WORMS pinball
WORMS ARMAGEDDON
PlayStation
GAME BOY COLOR
WORMS ARMAGEDDON

Allow WORMS into your home and you'll grow up fit and healthy as
WORMS ARMAGEDDON and WORMS PINBALL add firepower, energy,
exploding sheep and even pump action teamplay modes to your gaming diet -
all wrapped in the classic WORMS gameplay
which nature says is good for you.

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HOT NEWS

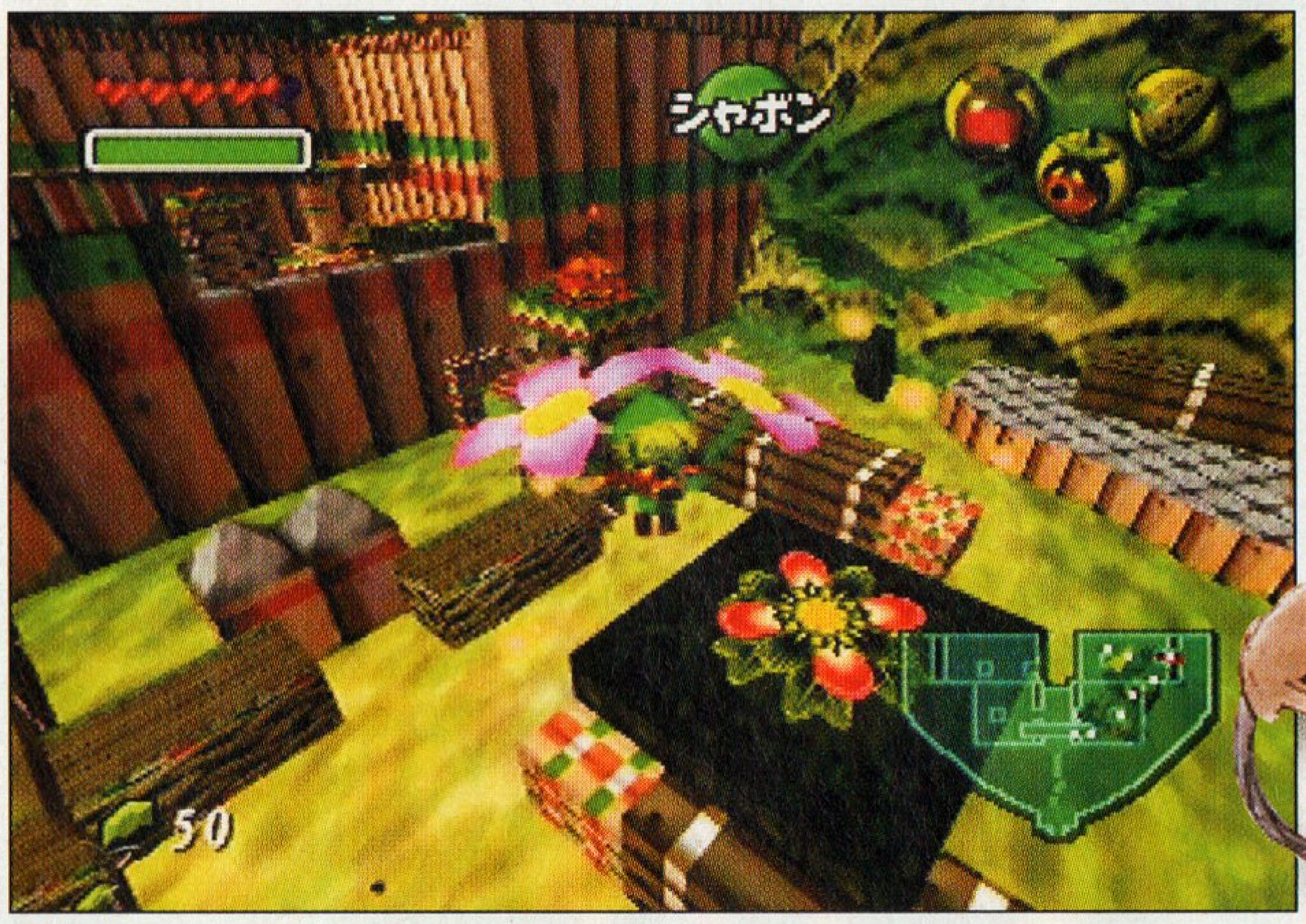
Stories so scorching, you'll burn your fingers...

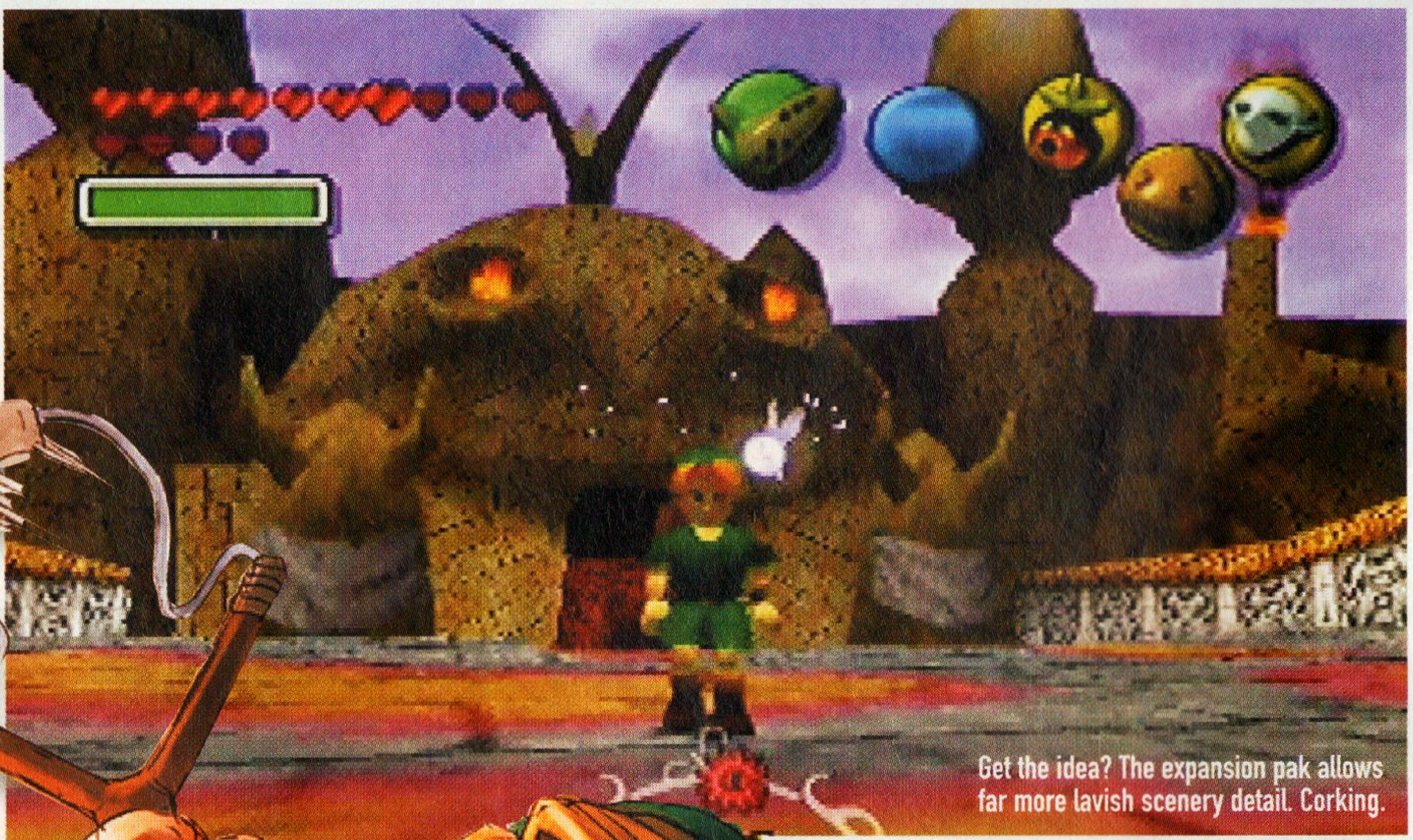
You want news? We got it! Here at GamesMaster Towers we make sure that we bring you the very latest in steaming hot gaming news each and every issue! So sit back, put your feet up and enjoy...

ZELDA GAIDEN APPROACHES

OCARINA SEQUEL DUE TO HIT JAPAN EARLY 2000

RUMOURS GATHER MOMENTUM ■ 5 MILLION ZELDA FANS AWAIT ■ A WHOLE NEW LINK ADVENTURE ■





Get the idea? The expansion pak allows far more lavish scenery detail. Corking.

***Zelda Gaiden*, the 'sequel' to *The Legend of Zelda: The Ocarina of Time* has become the most eagerly awaited game in the world as speculation, screenshots and tiny snippets of info from Mr Miyamoto himself add fuel to the rumour mill.**

What was initially thought to be a semi-sequel to the world's favourite RPG now seems like a whole new game.

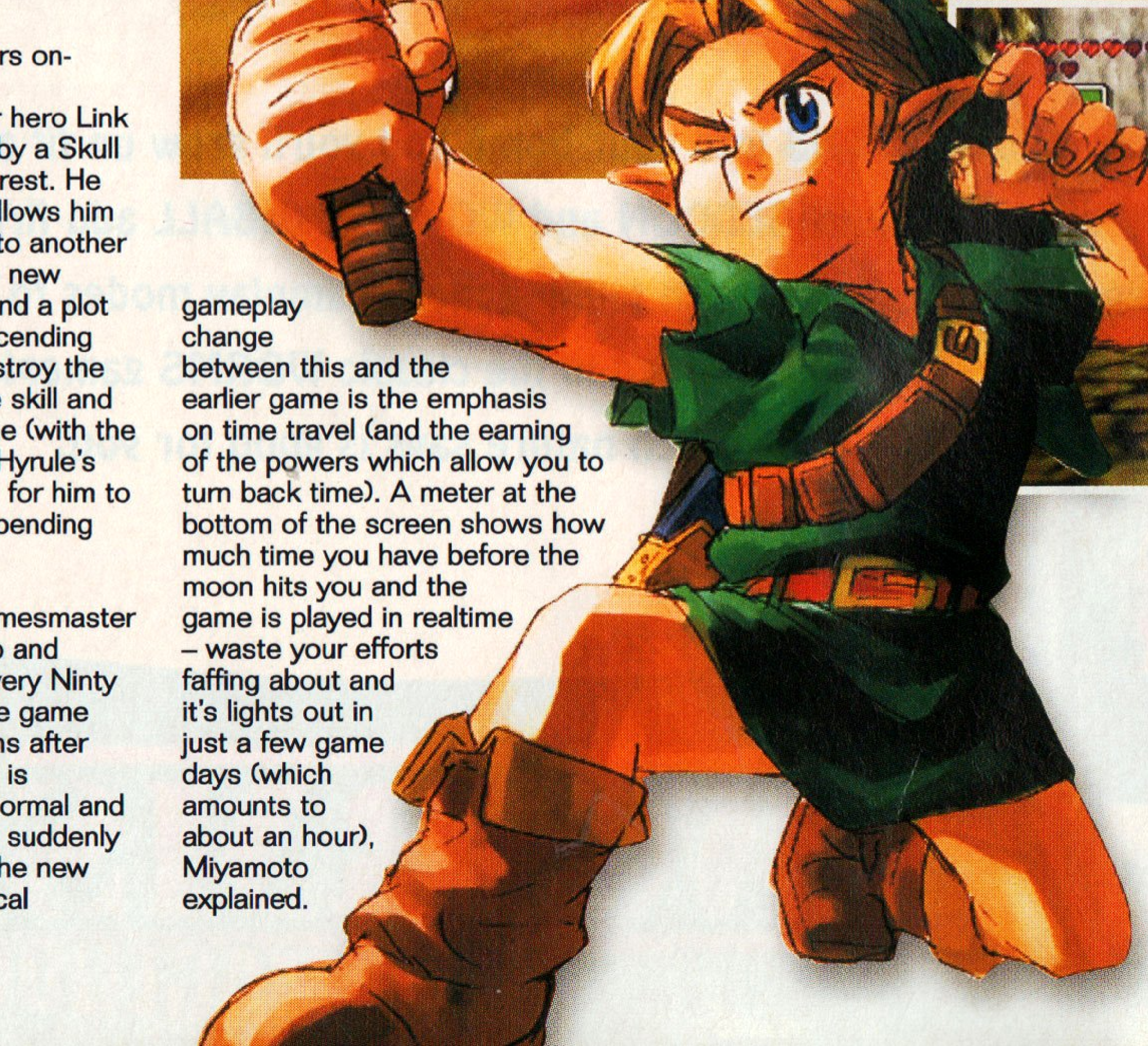
We played the game at the Nintendo Spaceworld show last month (see issue 87) but since our early brush with the title, more details have been unearthed.

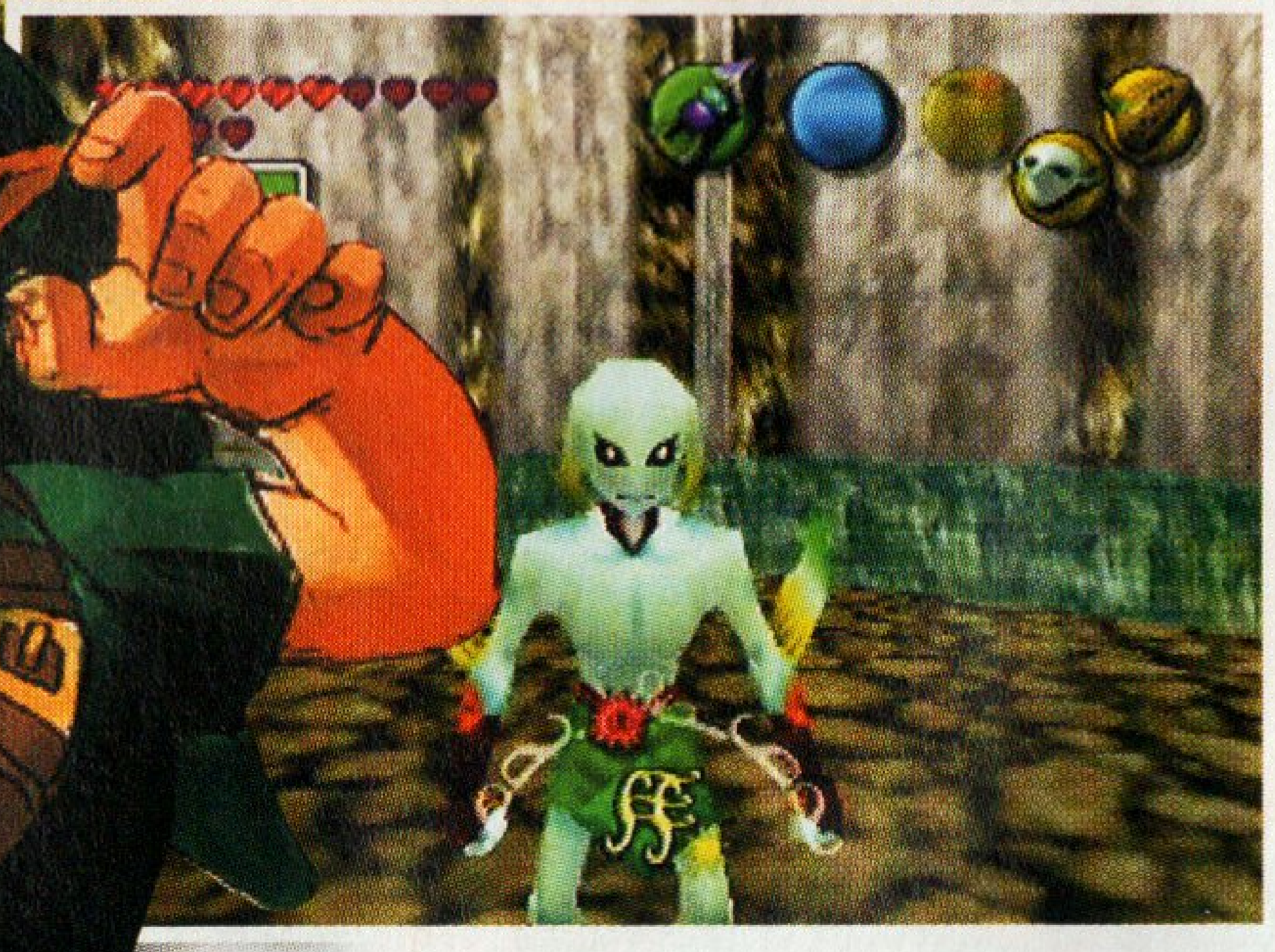
For those still in the dark, *Zelda Gaiden* uses much of the technology of '*Ocarina* but uses the expansion pak to boost the level of detail and up the number of baddies and characters on-screen as well.

▲ He may be okay but he' *just a bit* scary. If he offers you some sweets, scarper.

The plot tells of our hero Link having his horse stolen by a Skull Kid while riding in the forest. He pursues the thief and follows him through a magic door into another dimension. Cue a whole new Hyrule map to explore and a plot involving the slowly descending moon threatening to destroy the world. Only Link has the skill and cunning to turn back time (with the help of the 'alternative' Hyrule's occupants) long enough for him to find a solution to the impending disaster.

Shigeru Miyamoto, Nintendo's very own gamesmaster and the creator of Mario and Zelda (and practically every Ninty hit) said recently that the game takes place a few months after The Ocarina of Time. All is apparently returned to normal and Link is relaxing when he suddenly finds himself in among the new storyline. The most radical gameplay change between this and the earlier game is the emphasis on time travel (and the earning of the powers which allow you to turn back time). A meter at the bottom of the screen shows how much time you have before the moon hits you and the game is played in realtime – waste your efforts faffing about and it's lights out in just a few game days (which amounts to about an hour), Miyamoto explained.





▲ Lob on the Zora mask and become a fishy Zora, able to swim like the wind!

What's more he stated that they have listened to gamers comments on 'Ocarina and are aiming to include all the things that you couldn't do last time. Result!

The time travelling, alternative Hyrule setting and magic masks make Gaiden a right royal game indeed. More news (and tasty screenshots) very soon!

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MERRY DC CHRISTMAS!

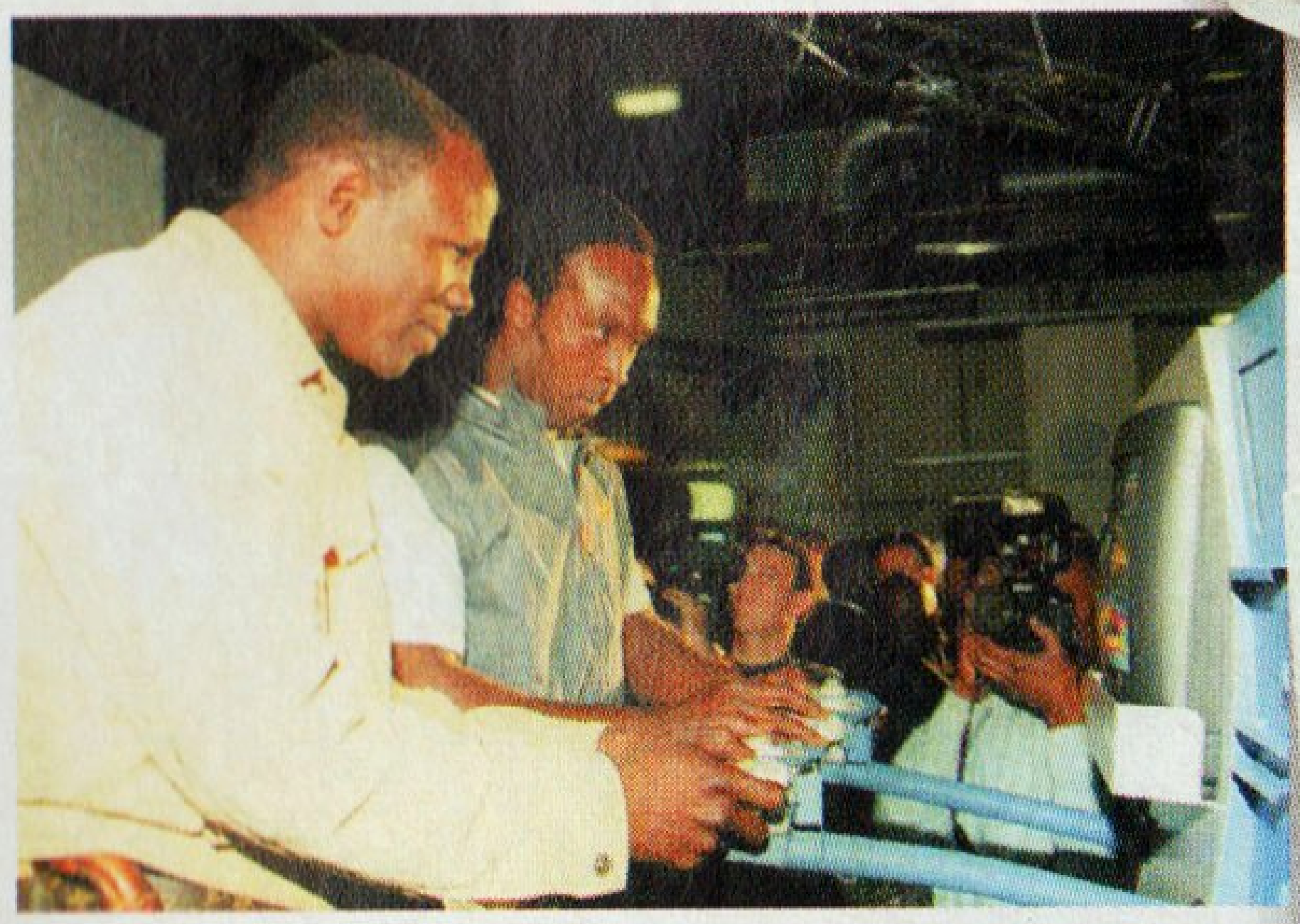
SEGA SHOW OFF KILLER CHRISTMAS LINE-UP

NO SHORTAGE OF BIG NAMES ■ STICK 'EM ON YOUR CHRIMBO LIST SHARPISH! ■

By the time you read this, UK gamers will at last be able to buy a Sega Dreamcast from their local high street.

The machine has already set a UK retail record with pre-orders of more than 40,000 units, breaking all previous records for games consoles with an outrageous TV ad spend and celeb endorsements (Nigel Benn and Chris Eubank among others) pushing DC from every media outlet.

You really have never had it so good!



AND THE REST!

NOVEMBER

Formula 1 (Video Systems)
Hydro Thunder (Midway)
Jimmy White's 2: Cue Ball (Virgin)
Marvel vs Capcom (Virgin)
NBA Showtime (Midway)
NFL Blitz 2000 (Midway)
NFL Quarterback Club 2000 (Acclaim)
Psychic Force (Acclaim)
Red Dog (Sega)
Sega Bass Fishing (Sega)
Snow Surfers (Sega)
Soul Calibur (Namco)
Soul Fighter (Mattel)
Chef's Luv Shack (Acclaim)
Suzuki Alstare Extreme Racing (Ubisoft)
UEFA Striker (Infogrames)
Worldwide Soccer (Sega)
Worms (Hasbro)
WWF Attitude (Acclaim)
Evolution (Ubisoft)

DECEMBER

Shadowman (Acclaim)
Streetfighter Alpha 3 (Virgin)
Vigilante 8: Second Offense (Activision)

Don't miss our Dreamcast review special next month!

THE DC CHART

The Dreamcast has arrived – and the first ever Dreamcast UK top ten has been unveiled! Hundreds of games stores throughout the country opened at the stroke of midnight, Thursday 14th October to allow eager punters to get their mitts on Sega's 128-Bits!

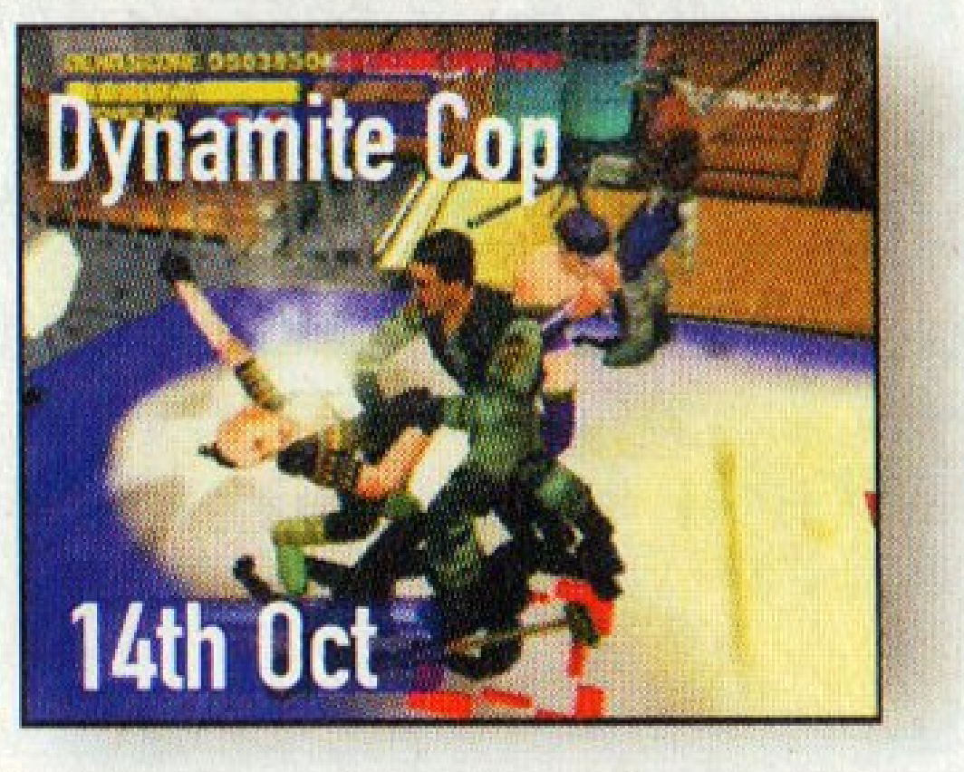
The overnight top ten was headed up by *Sonic Adventure* proving that, even though the crazy blue chap hasn't featured in a new game for four years, his popularity remains undiminished.

While this and *Sega Rally 2* made up the predictable top two, *Ready 2 Rumble* was a welcome surprise at number three, out-selling even the highly-vaunted *Powerstone*. It's also pleasing to see *Trick Style* doing so well although the real shock is in *Tokyo Highway Battle* making it to number five. Oi, you lot. No!

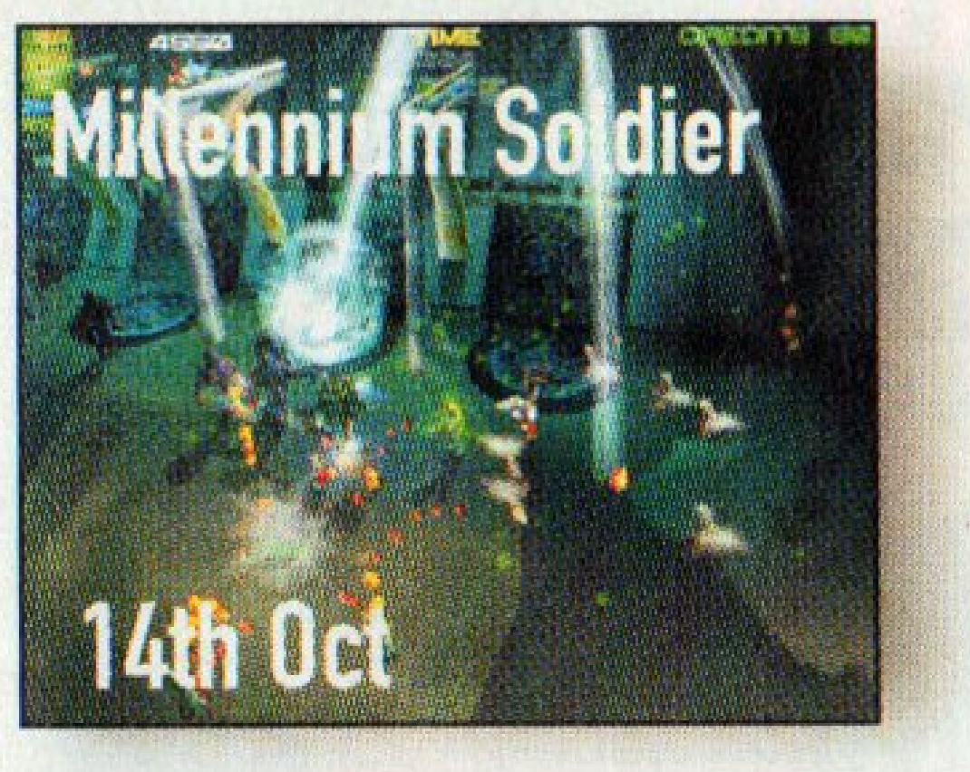
1. Sonic Adventure
2. Sega Rally 2
3. Ready 2 Rumble
4. Powerstone
5. Tokyo Highway Battle
6. Trick Style
7. Virtua Fighter 3tb
8. Blue Stinger
9. Monaco Grand Prix
10. Dynamite Cop

THE UK LAUNCH GAMES IN FULL

Blue Stinger
14th Oct


Dynamite Cop
14th Oct

Incoming
14th Oct


Millennium Soldier
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Monaco Grand Prix
14th Oct

Powerstone
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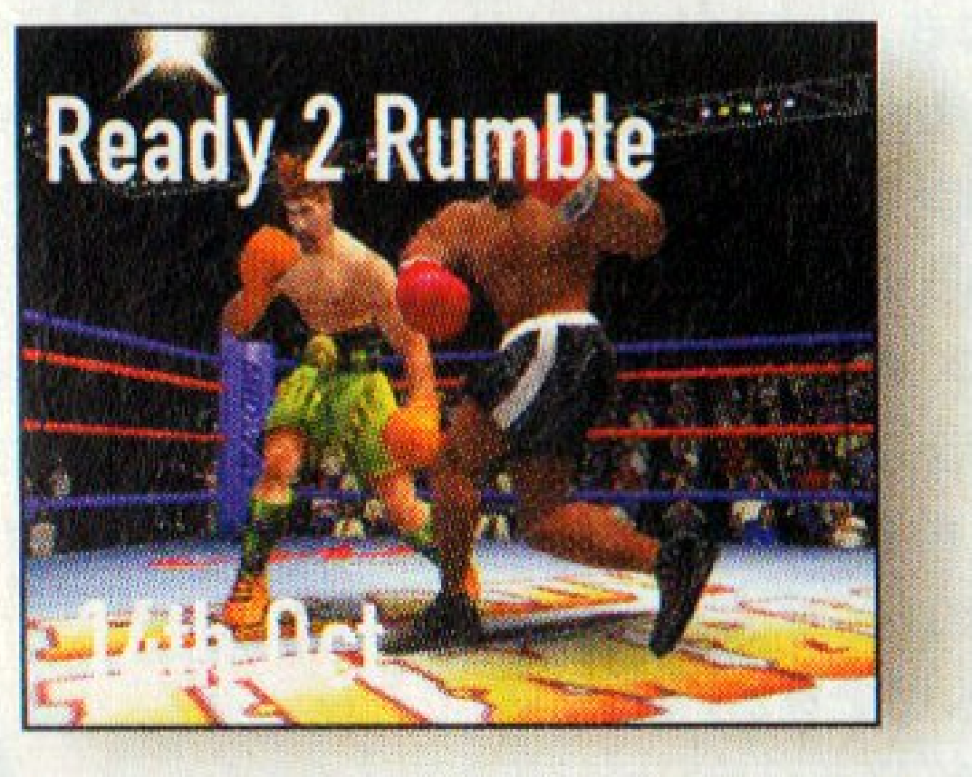
Ready 2 Rumble
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Sega Rally
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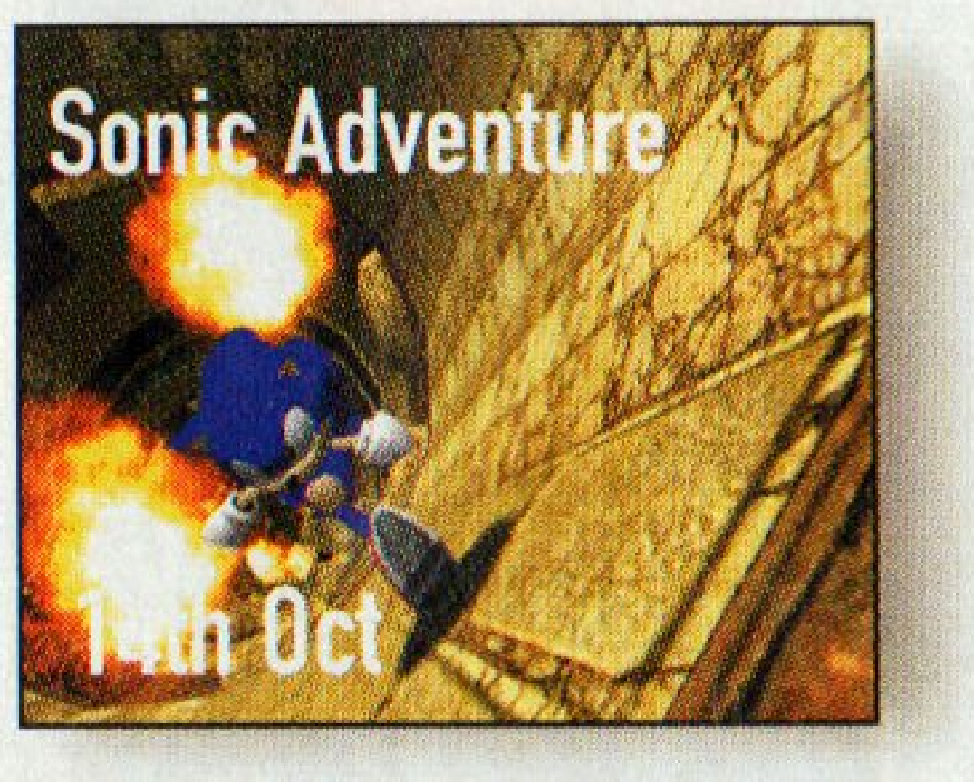
Sonic Adventure
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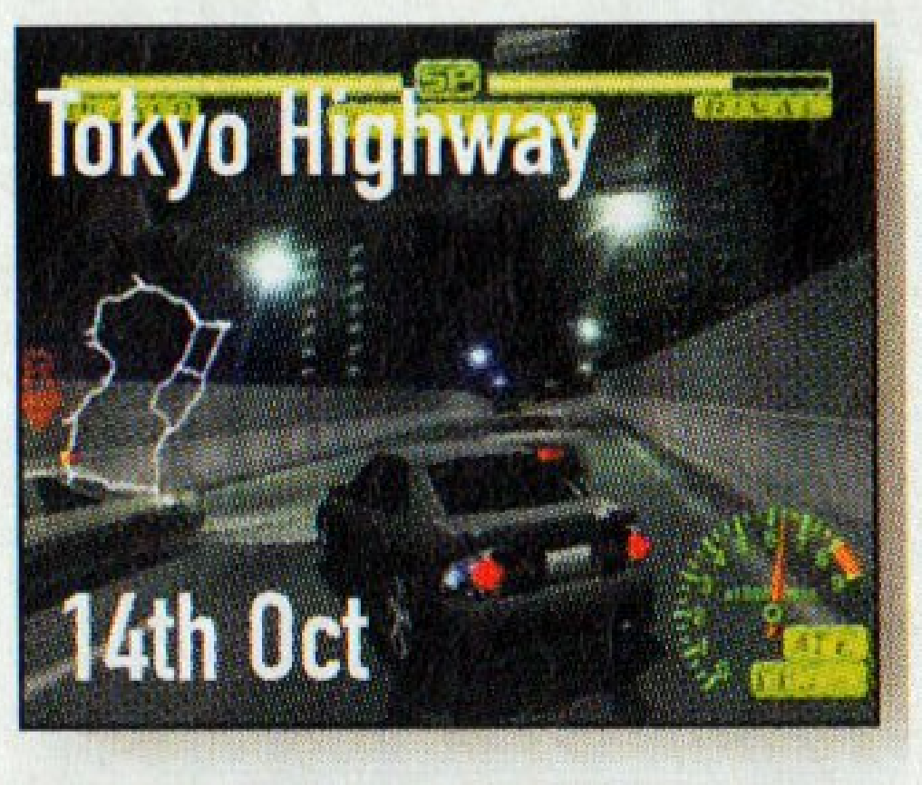
Tokyo Highway
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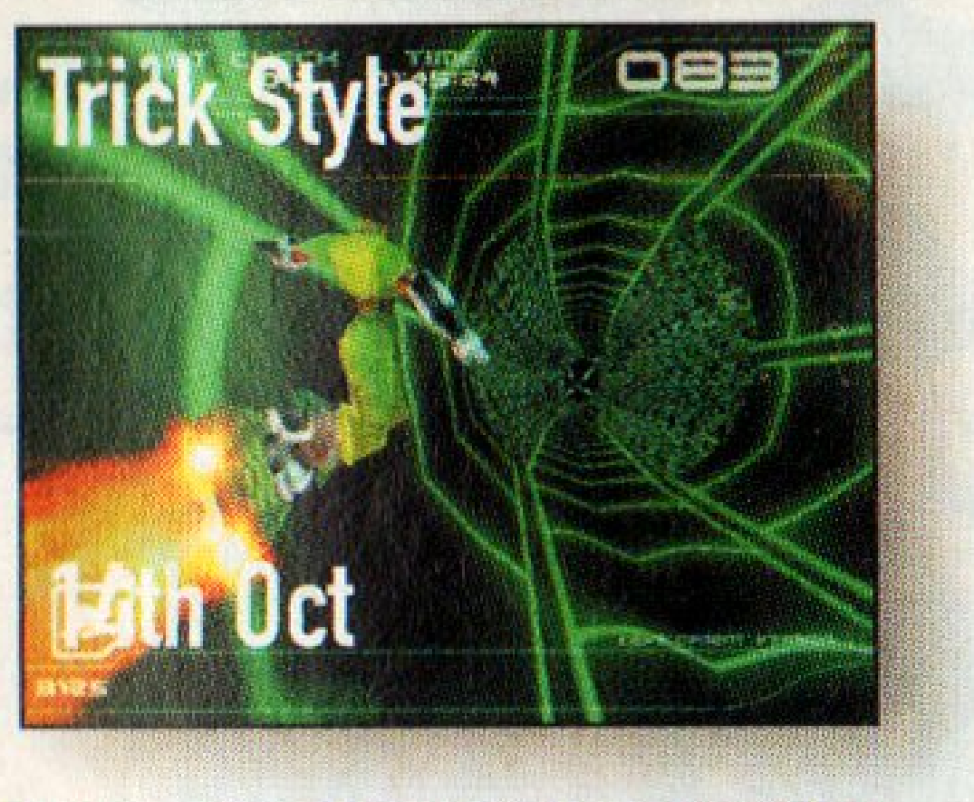
Trick Style
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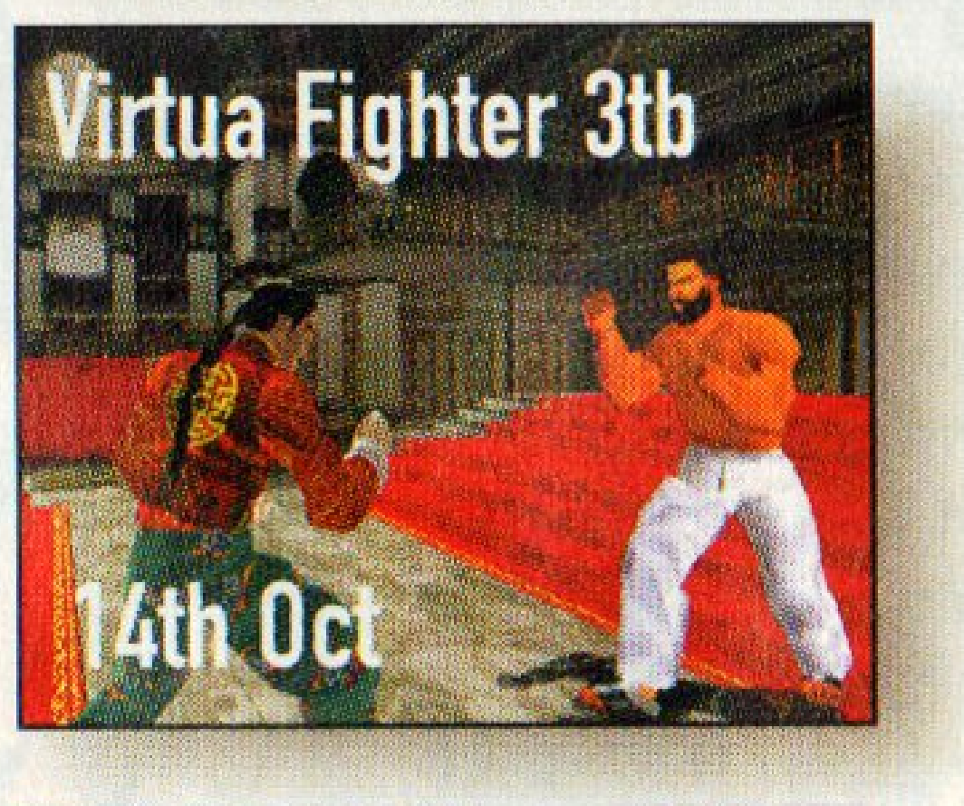
Virtua Fighter 3tb
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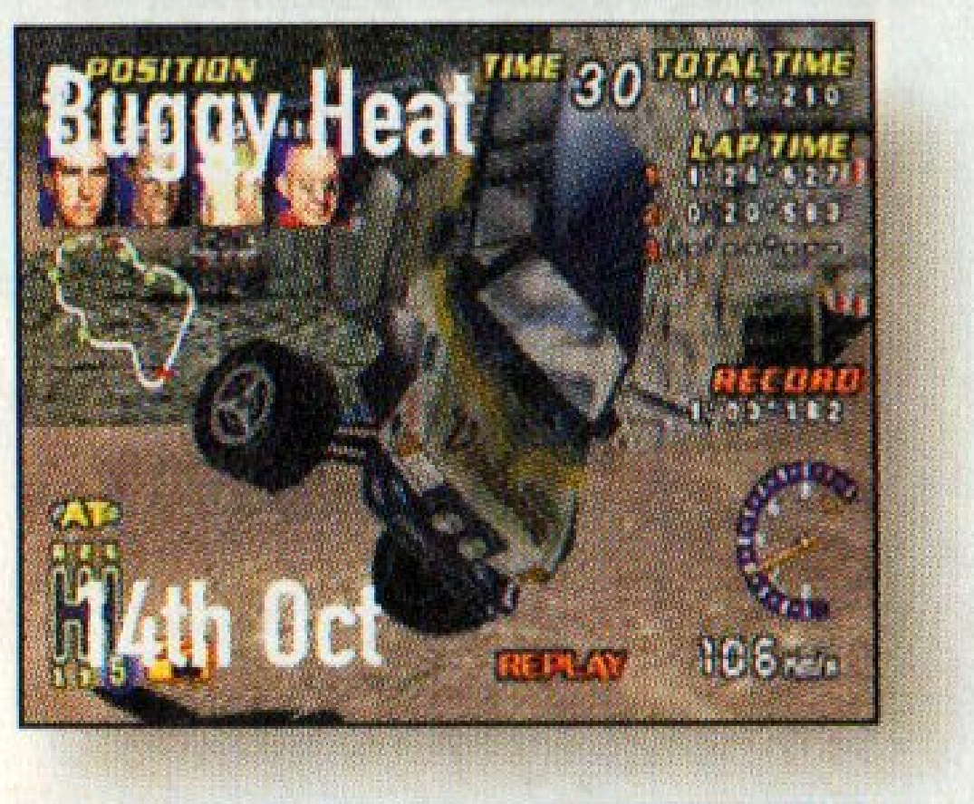
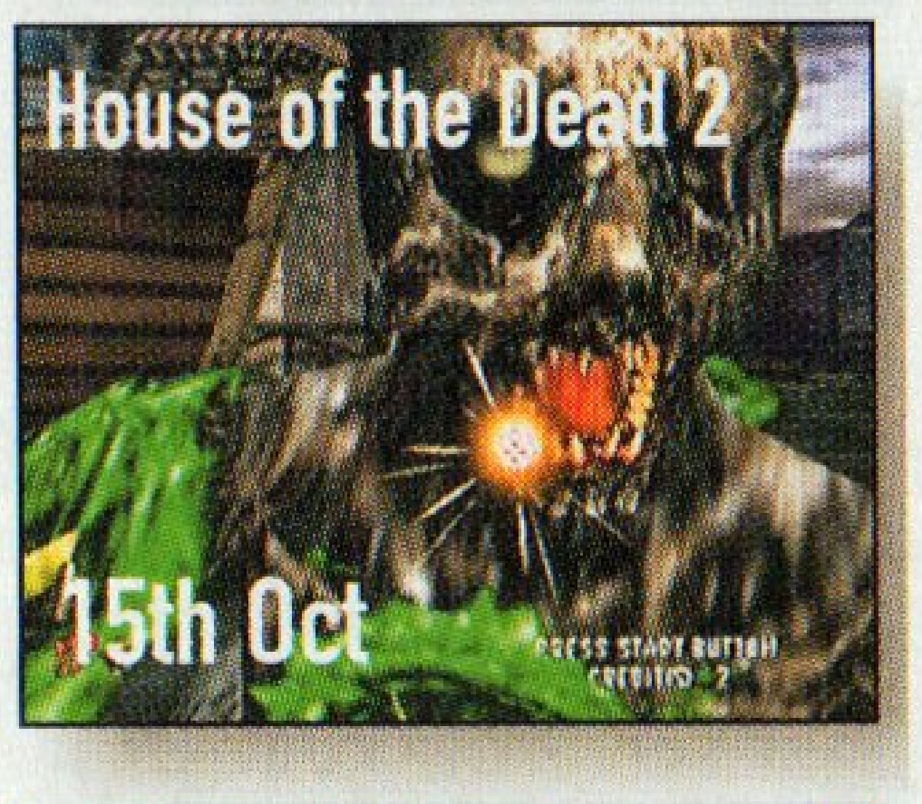
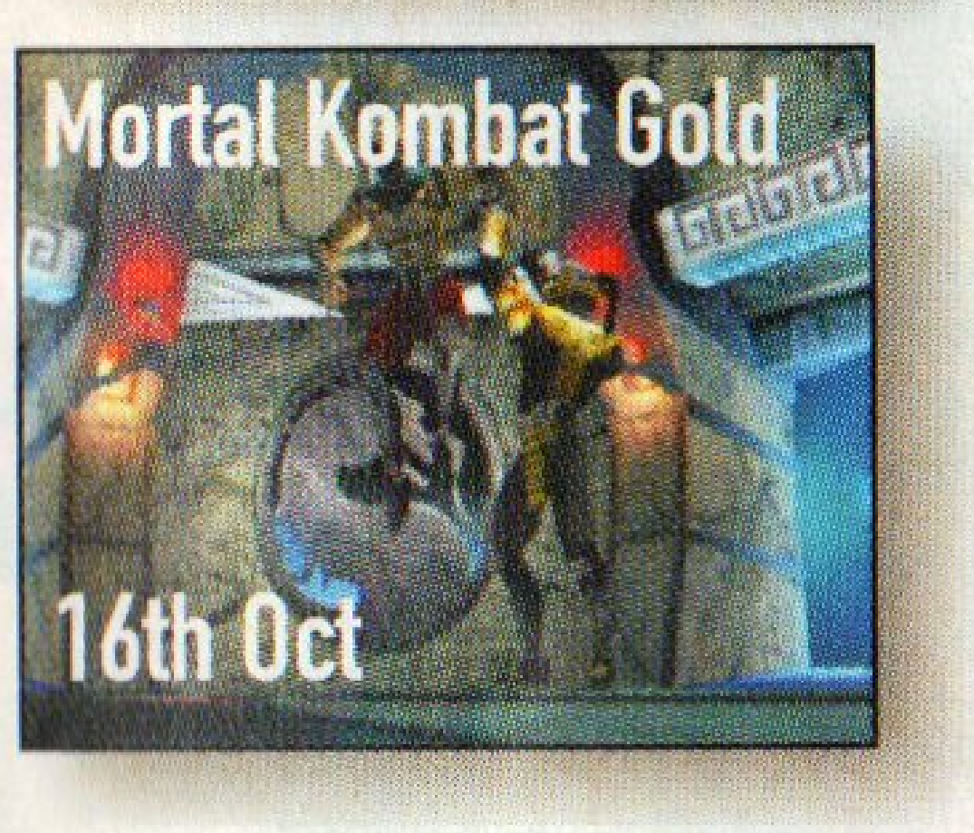
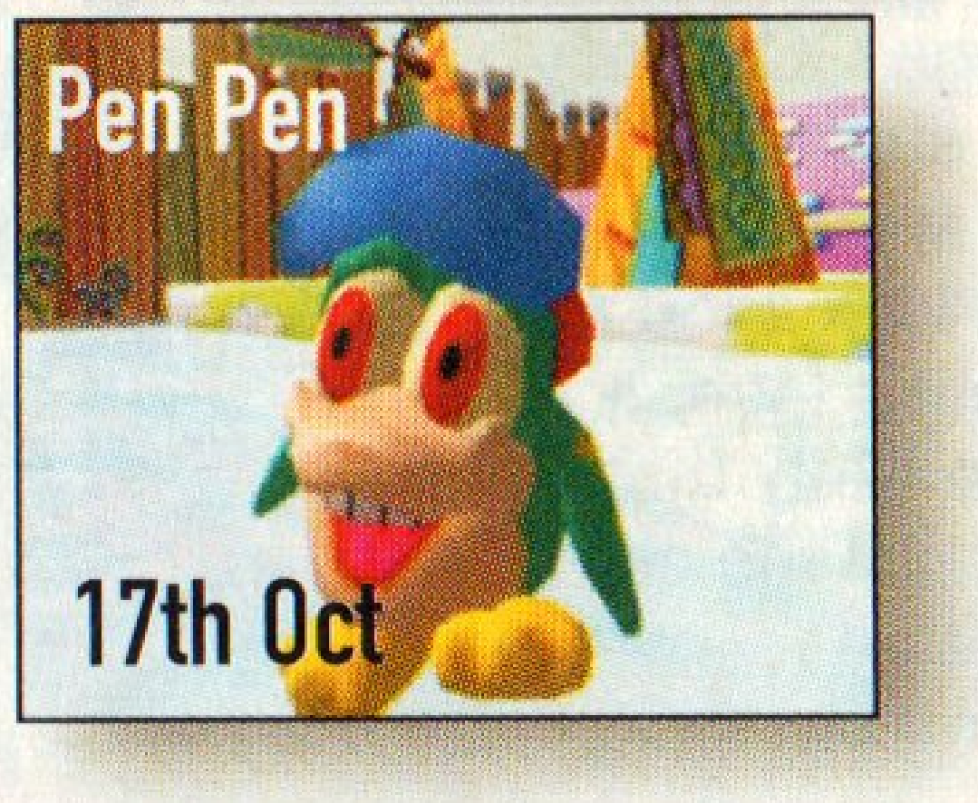
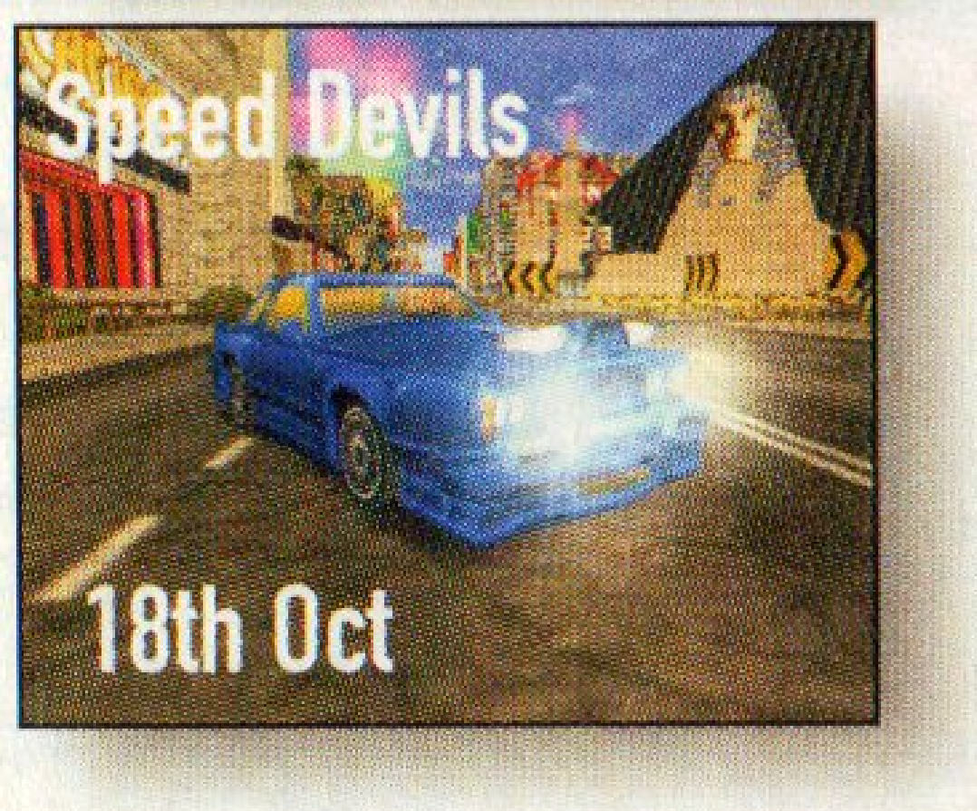
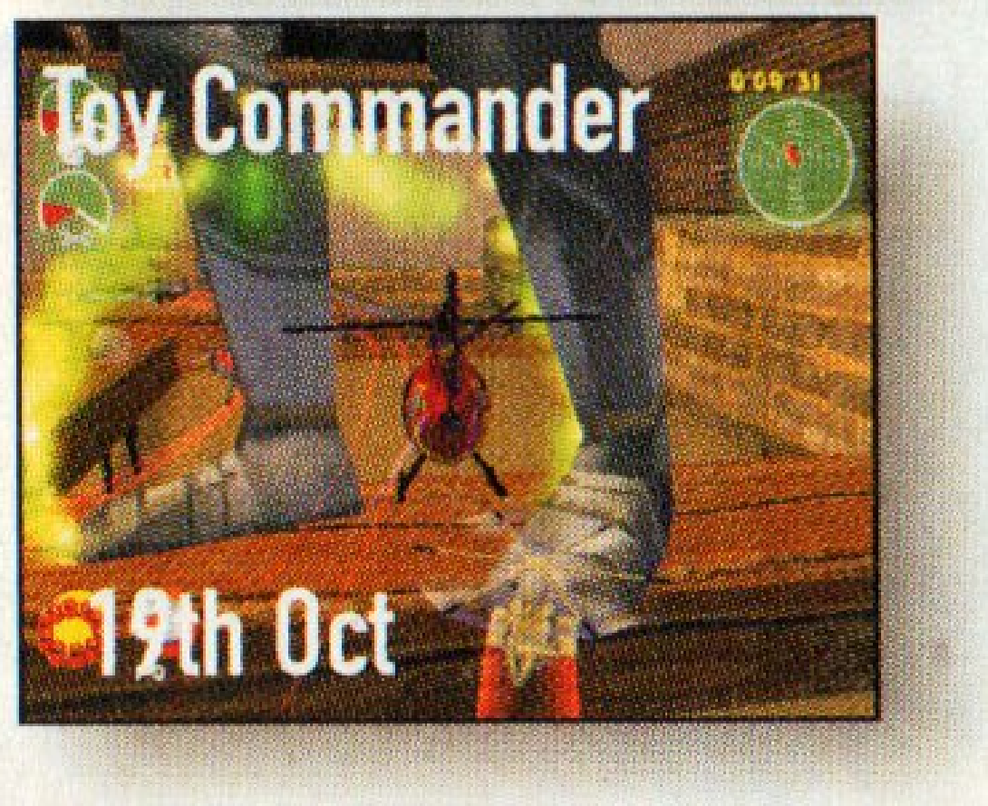

Buggy Heat
14th Oct


House of the Dead 2
15th Oct


Mortal Kombat Gold
16th Oct


Pen Pen
17th Oct


Speed Devils
18th Oct


Toy Commander
19th Oct

Formula 1 GP
20th Oct

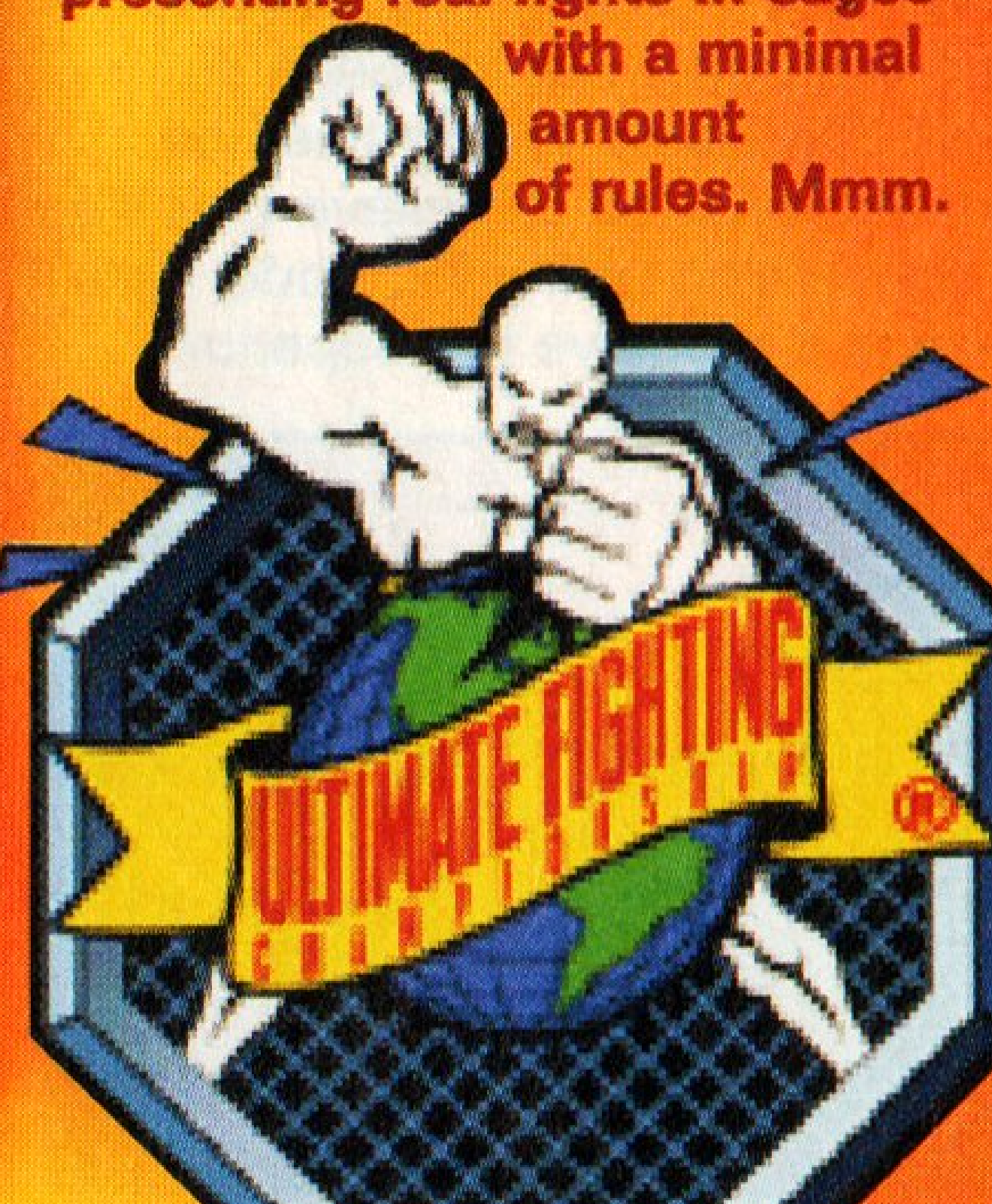
SCANDAL MONGER!

DOLPHIN TAKES ITS TIME

A UK launch for the Nintendo Dolphin, their 128-bit next generation console, is now not likely to take place until 2001. The machine's debut has been scheduled for next year's Spaceworld show in Tokyo, due to take place in August. This will mean that the Dolphin won't be on these shores until spring 2001 at the earliest. Bwah!

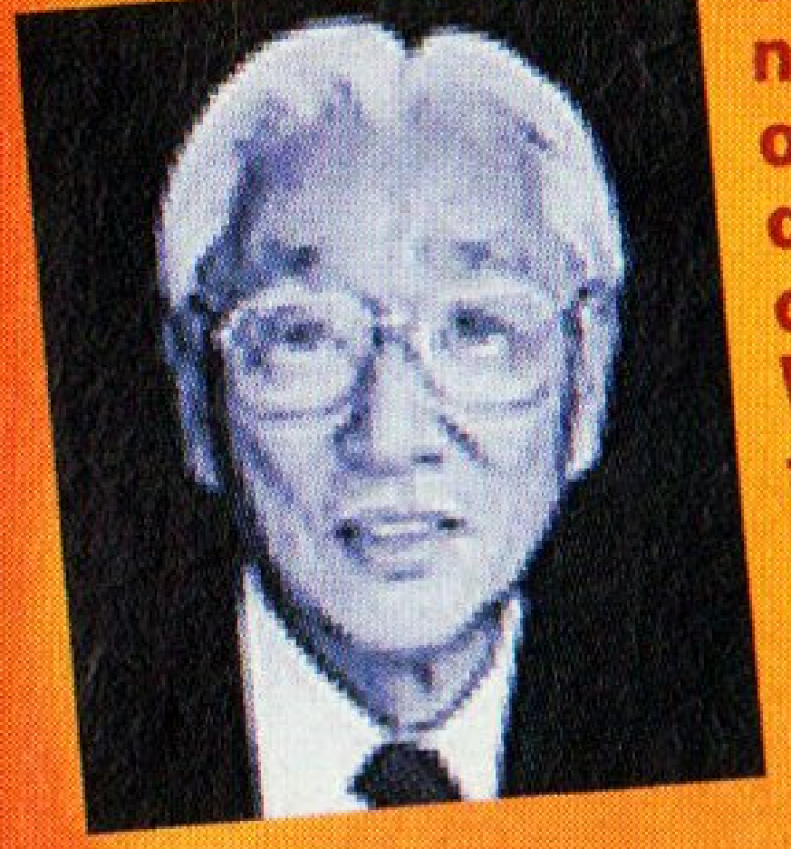
CRAVE GRAB ULTIMATE FIGHT

Crave has signed up to publish the first game based on mixed martial arts event The Ultimate Fighting Championships. It's unknown at present whether Crave will develop the game in-house or bring another development team on board. Since their inception in 1993, the series of UFCs has run into countless legal difficulties due to the perceived brutality of presenting real fights in cages with a minimal amount of rules. Mmm.


ULTIMATE FIGHTING CHAMPIONSHIP

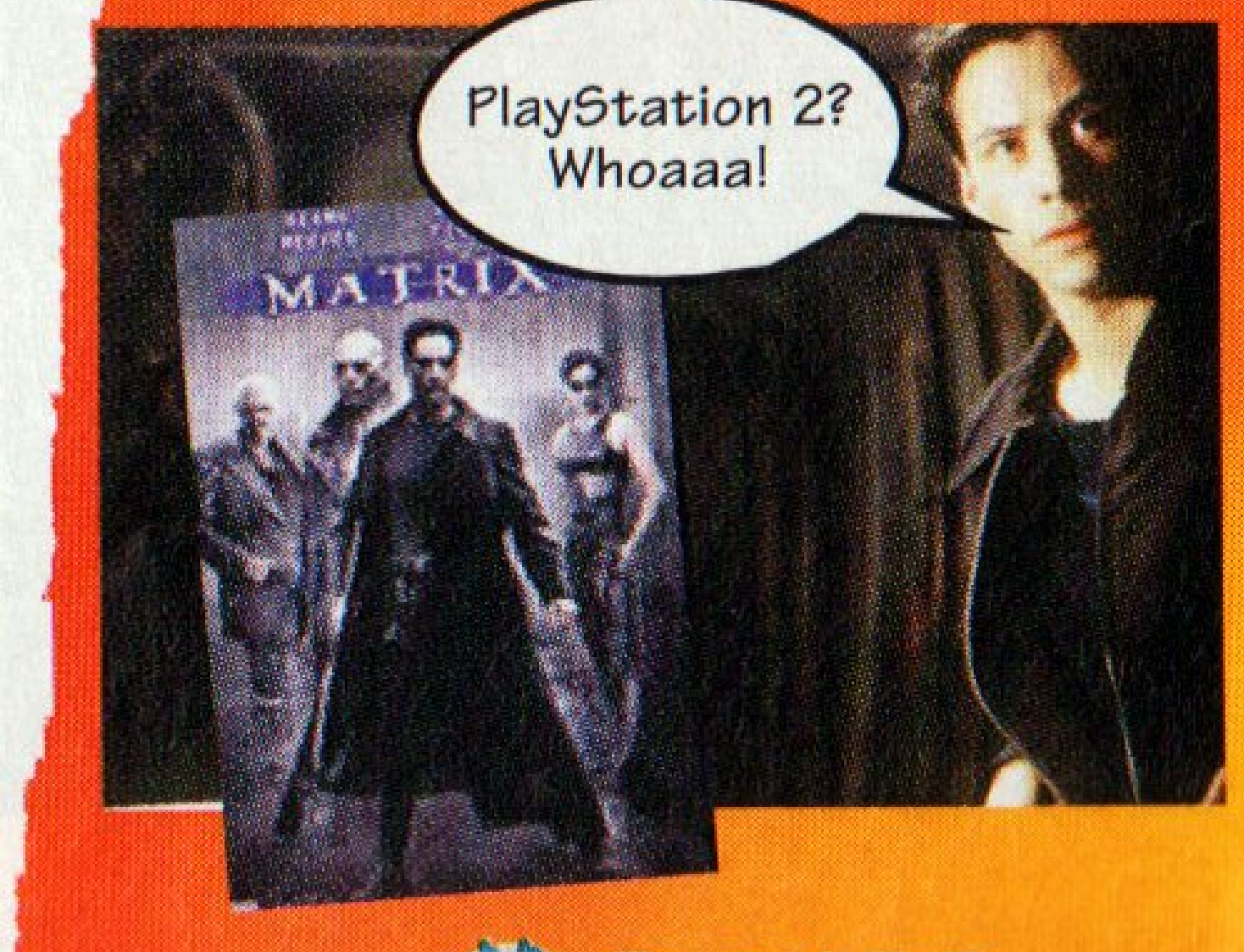
MORITA KICKS BUCKET

Co-founder of the electronics giant Sony, Akio Morita, has gone to the big multi-national corporation in the sky after dying in a Tokyo hospital in October. Sony was formed in 1946 with $500 and was built into the huge empire it is now. Morita ordered the development of the Walkman by telling engineers he wanted, "A tape player I can listen to music on while I walk, man."



PS2 AT THE MOVIES

The PlayStation2 is set to go all Hollywood on us with The Matrix and Spawn on the way. A conversion of the arcade game *Spawn: In the Demon's Hand* will be popping up on the new console, while it's been reported that *Metal Gear* maestro, Hideo Kojima, has had talks about bringing The Matrix to gamers! Get VERY excited indeed!


PlayStation 2? Whoaaa!
MATRIX

• STOP PRESS • THQ TO RELEASE EVIL DEAD GAME FOR PSX AND PC!

DC SHADOWMAN

KILLER GAME OR CRAFTY CONVERSION?

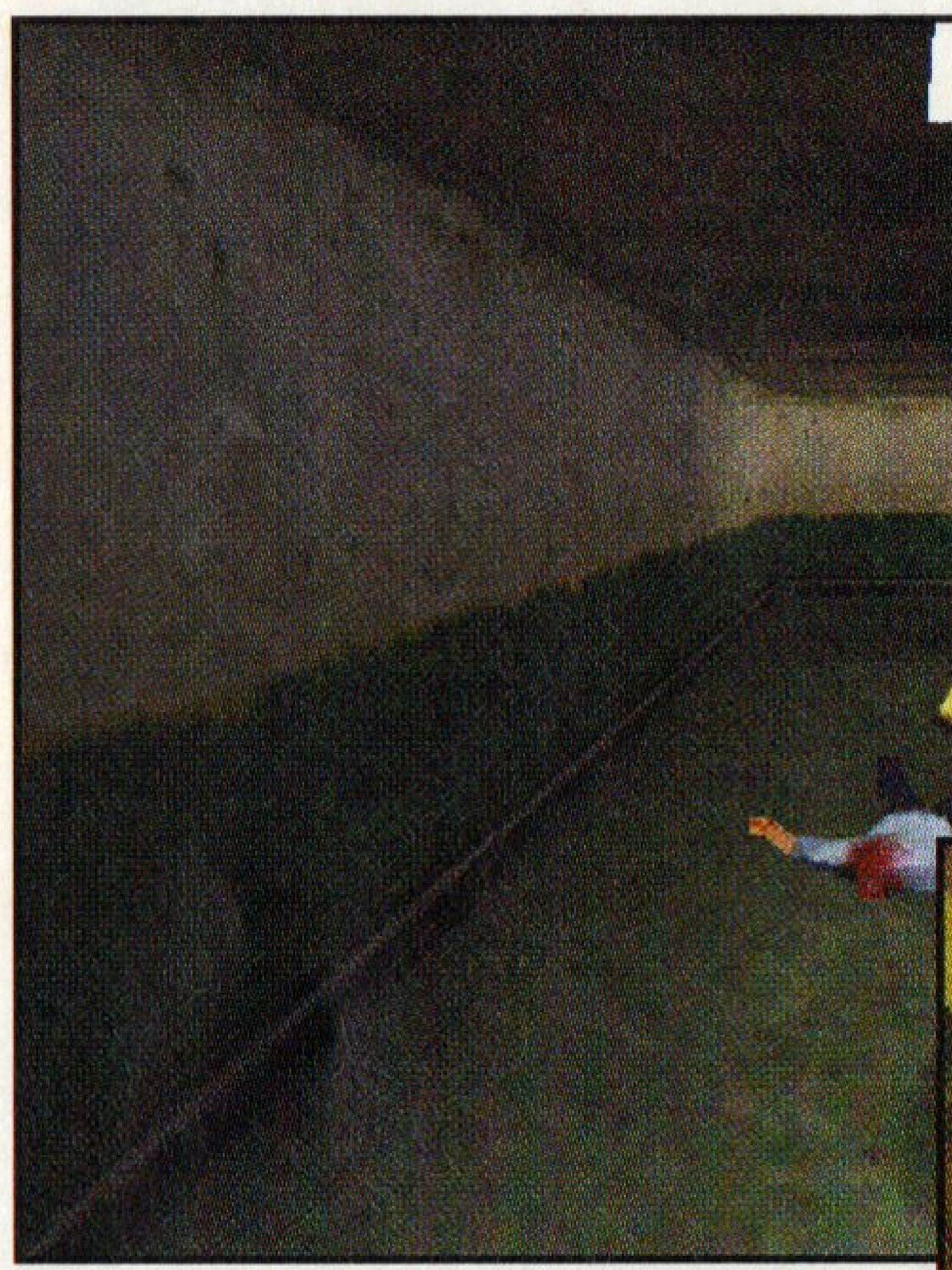
■ QUICKIE CONVERSION FOR SHADOWMAN ■ DC BAGS A BEAUTY!

The scary comic capers that have been keeping N64 owners on the edge on their seats will soon be working its voodoo magic on Sega's recently launced Dreamcast!

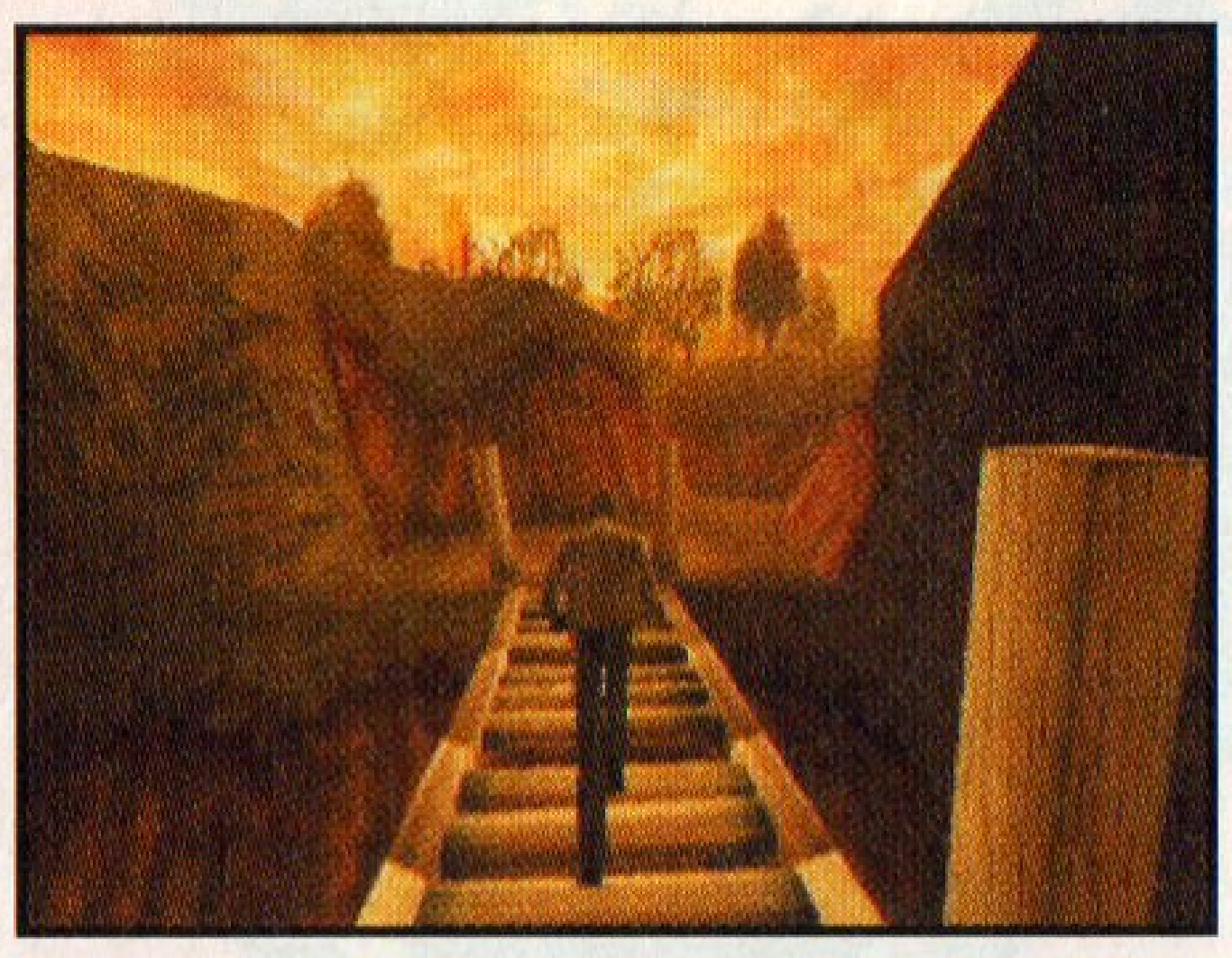
Acclaim's 3D adventure, *Shadowman*, will now be available on all for all gamers as the Dreamcast console completes the multi-format saturation.

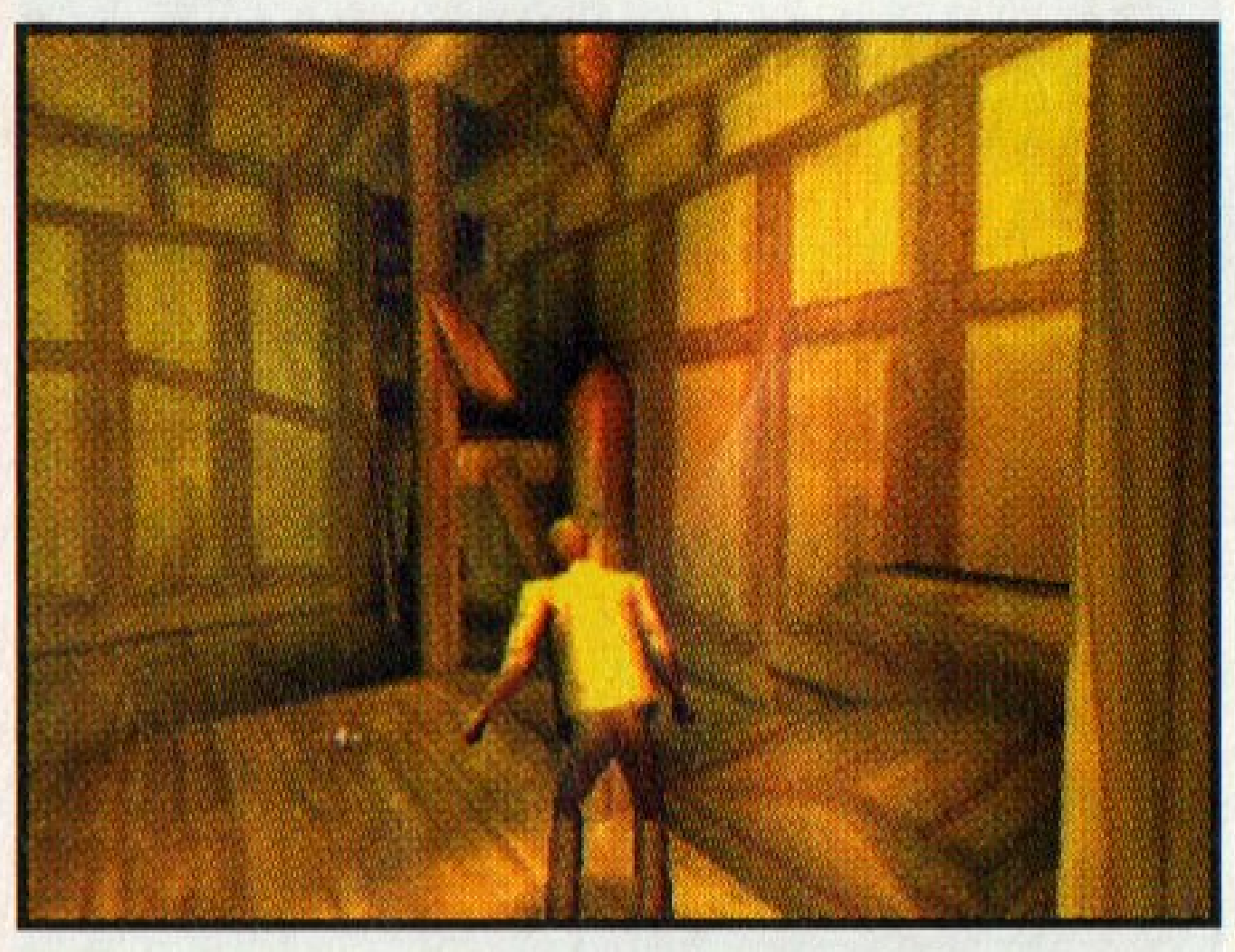
When we first previewed the game at the beginning of the year it was only the PC, PSX and N64 which were lined up to receive the action from beyond the grave. But while we were looking the other way for a moment they've gone and wapped it out for Sega as well! The alarming rate this has arrived leads us to believe that it's a conversion of the PC code. This means it will have the superior graphics out of the three consoles, but this isn't the most imaginative move by Acclaim and seems to be a bit of a rush-job. The game has been a big big hit on the N64, but that was a console lacking in survival horror thrills so it's yet to be seen how well it does on the other formats.

Another Acclaim title that will be making a DC appearance is the mid air beat-em-up *Psychic Force*. PlayStation owners will soon be able to try out the sequel, but DC owners will score the far more gorgeous version.

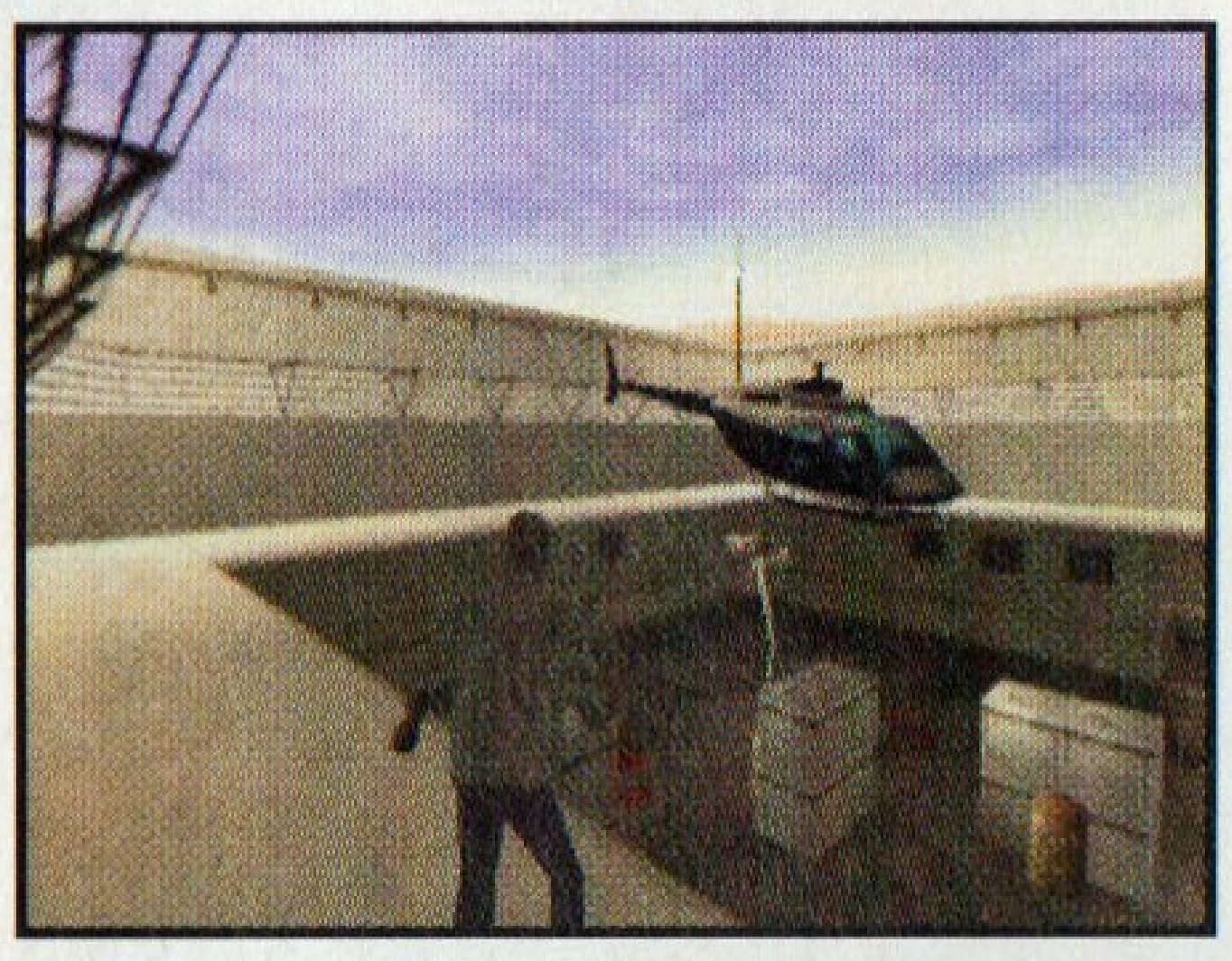


▲ And here's a PC shot. It's far superior to both PSX and N64. Expect the same on DC.





▲ Here's a Dreamcast shot, which illustrates its graphical power.



DC LARA DENiED!

SONY EXCLUSIVE ENDS SOON

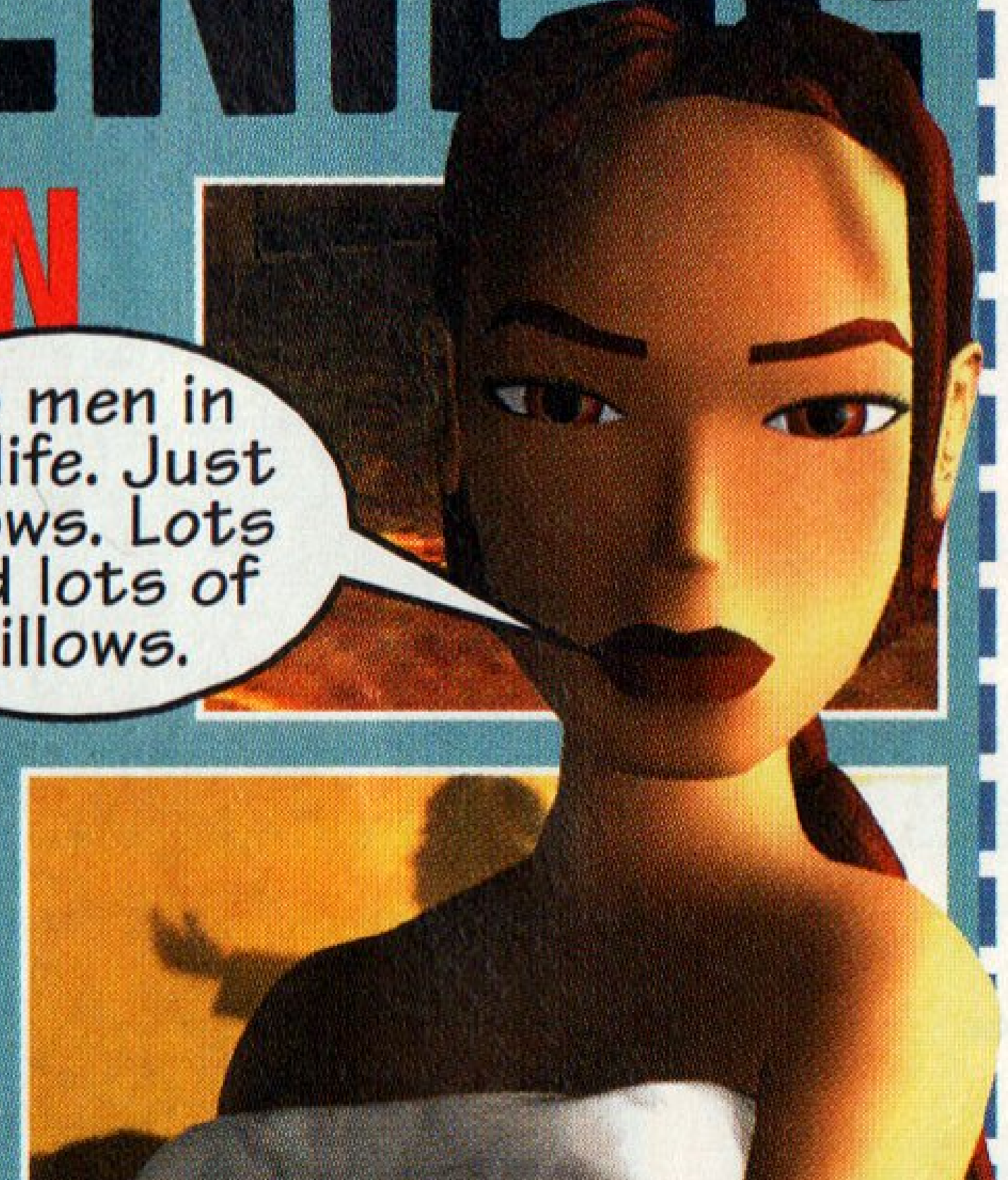
■ BUT CORE AIN'T DOING IT ■

Core have denied that they are developing a *Tomb Raider* adventure for the Dreamcast. Speculation arose as the result of an insider leak which Core then quickly moved to quash.

A spokeswoman for the champion developer stated "It's definitely not true! The only title we have confirmed for the Dreamcast is *Fighting Force 2*" and seemed slightly miffed at the suggestion of Lara shifting allegiances. She added that she had no idea who the insider could have been.

It does seem strange that a *Tomb Raider* game would appear on anything other than a Sony console as Lara has become so associated with the PlayStation. While Nintendo has Mario and Sega Sonic, Lara is definitely the highest profile games character for the PlayStation.

However, games are entering a whole new era with the next generation consoles closer than you think and despite rumours of *TR5* on the PS2, Core have made no official commitment to any one console. It may be just a rumour, but we'll keep our ear to the ground...



DREAMCAST 2?

THE NEXT NEXT GEN CONSOLE ALREADY?

■ SEGA PREPARE FOR PS2 ■ ARE THEY TRUE RIVALS FOR SONY AND NINTY? ■

Rumours are dribbling from industry insiders that work has been completed on the a Dreamcast 2 unit, even though the original hasn't even seen it's first year out yet.

Techno wizards VideoLogic, the brains behind the PowerVR 2DC, the graphics chip used by the Dreamcast, have rustled up the necessary technical magic power to create a new chip that puts in a performance that has been described as 'staggering'.

As yet they are no details on the actual specifics although its doubtful that this will be the foundation of a new console, or an upgrade for the Dreamcast. There has always been talk of the DC being a console that could be upgraded but this didn't seemed likely given that past effort the Mega CD hardly went down a storm. But with the PS2 and the Dolphin set to kick sand in the Dreamcast's face, it seems quite likely that Sega might try to spoil the Sony and Ninty party with a technological upgrade.

This new add-on is rumoured to fit underneath the system though, typically, Sega are as yet remaining tight-lipped. Plans to release DVD and Zip Drive add ons have been confirmed however. Seems Sega are determined to go the distance in the battle of the next generation consoles.

Tsk, no rest for the wicked, eh?

• STOP PRESS • GRAND THEFT AUTO 3D AND ONLINE GAME IN PIPELINE!

LAND OF THE RISING GAME

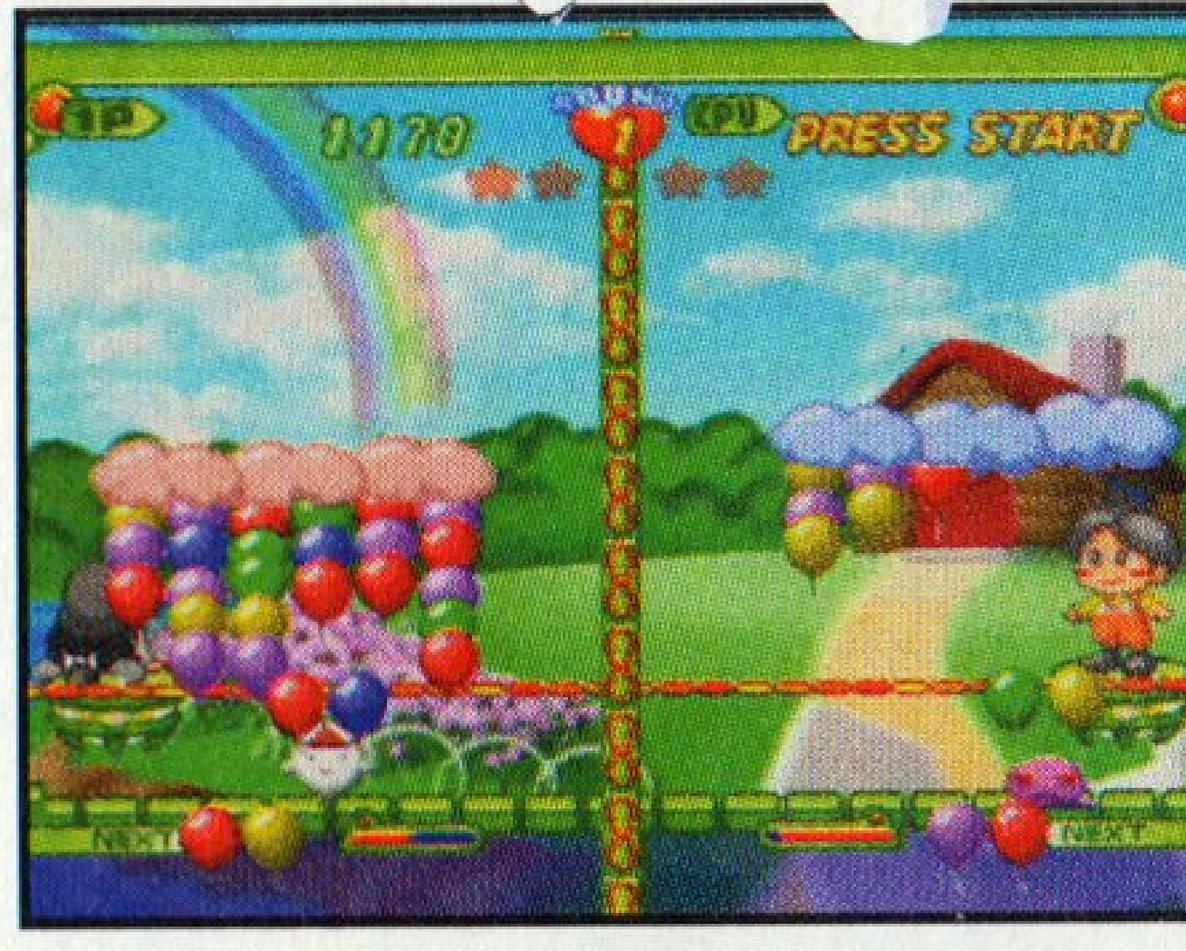
JVC JAP FRENZY

■ CUTE PUZZLERS ■ EASTERN ODDITIES ■ COMING SOON TO UK

Hi-fi giants JVC harvests the heaving Japanese games market to bring us these pieces of Oriental treasure.

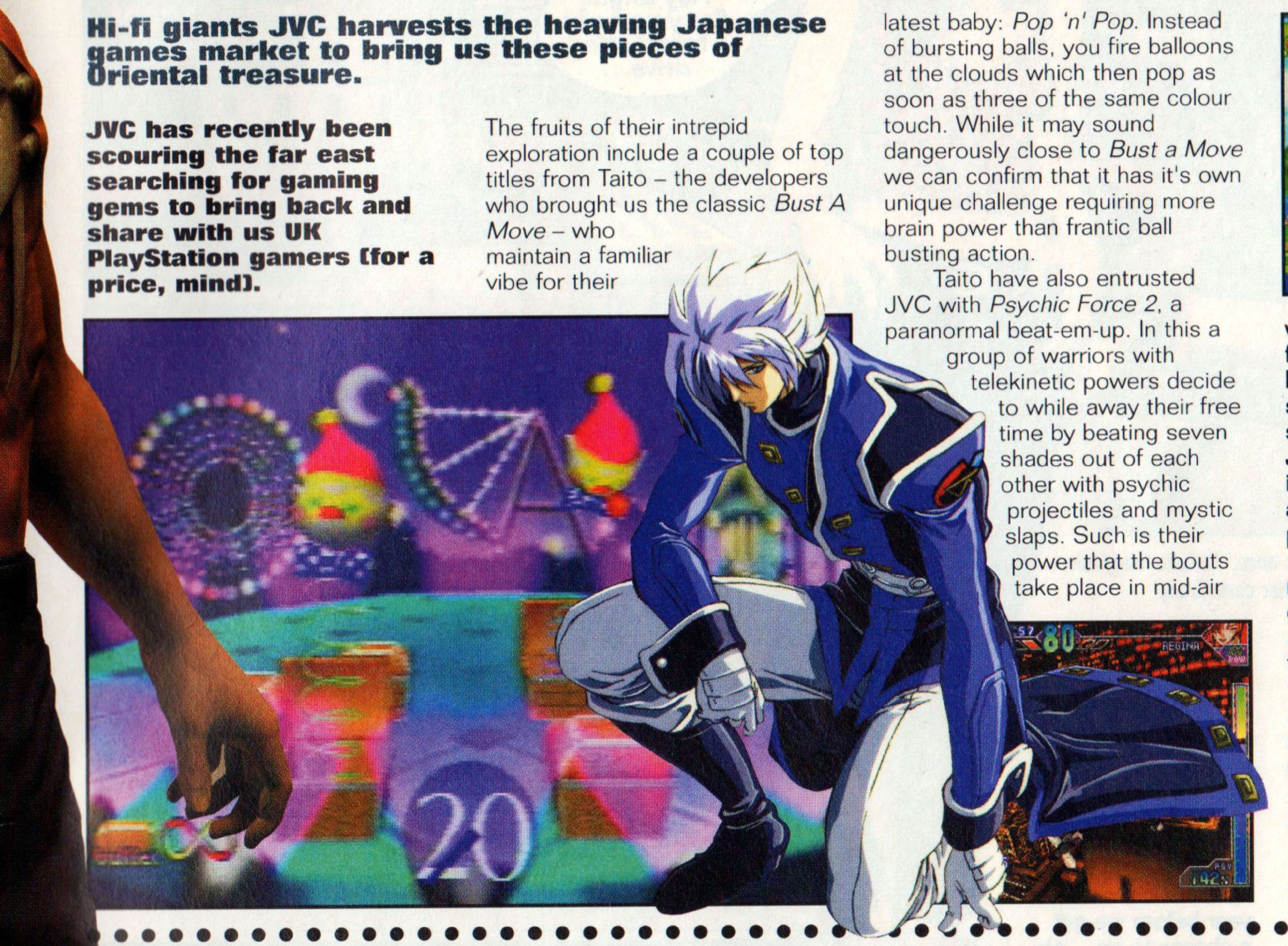
JVC has recently been scouring the far east searching for gaming gems to bring back and share with us UK PlayStation gamers (for a price, mind).

The fruits of their intrepid exploration include a couple of top titles from Taito – the developers who brought us the classic *Bust A Move* – who maintain a familiar vibe for their latest baby: *Pop 'n' Pop*. Instead of bursting balls, you fire balloons at the clouds which then pop as soon as three of the same colour touch. While it may sound dangerously close to *Bust a Move* we can confirm that it has it's own unique challenge requiring more brain power than frantic ball busting action.



Taito have also entrusted JVC with *Psychic Force 2*, a paranormal beat-em-up. In this a group of warriors with telekinetic powers decide to while away their free time by beating seven shades out of each other with psychic projectiles and mystic slaps. Such is their power that the bouts take place in mid-air which means attacks can come from any direction. This title has hidden depths offering seven gameplay modes and a steep learning curve. Our Japanese cousins are mad for it and a 270 page book, just about the game has been published.

JVC are also about to release a brand new lightgun experience called *Mighty Hits Special*. Rather than following the path of *Time Crisis* or *Virtua Cop*, this has more of a *Point Blank* feel, serving up a series of 'from the hip' challenges. But while *Point Blank* was 2D, *Special* has a more 3D look.



◀The *Psychic Force* design is heavily influenced by Manga.

LMA TAKES ON THE WORLD

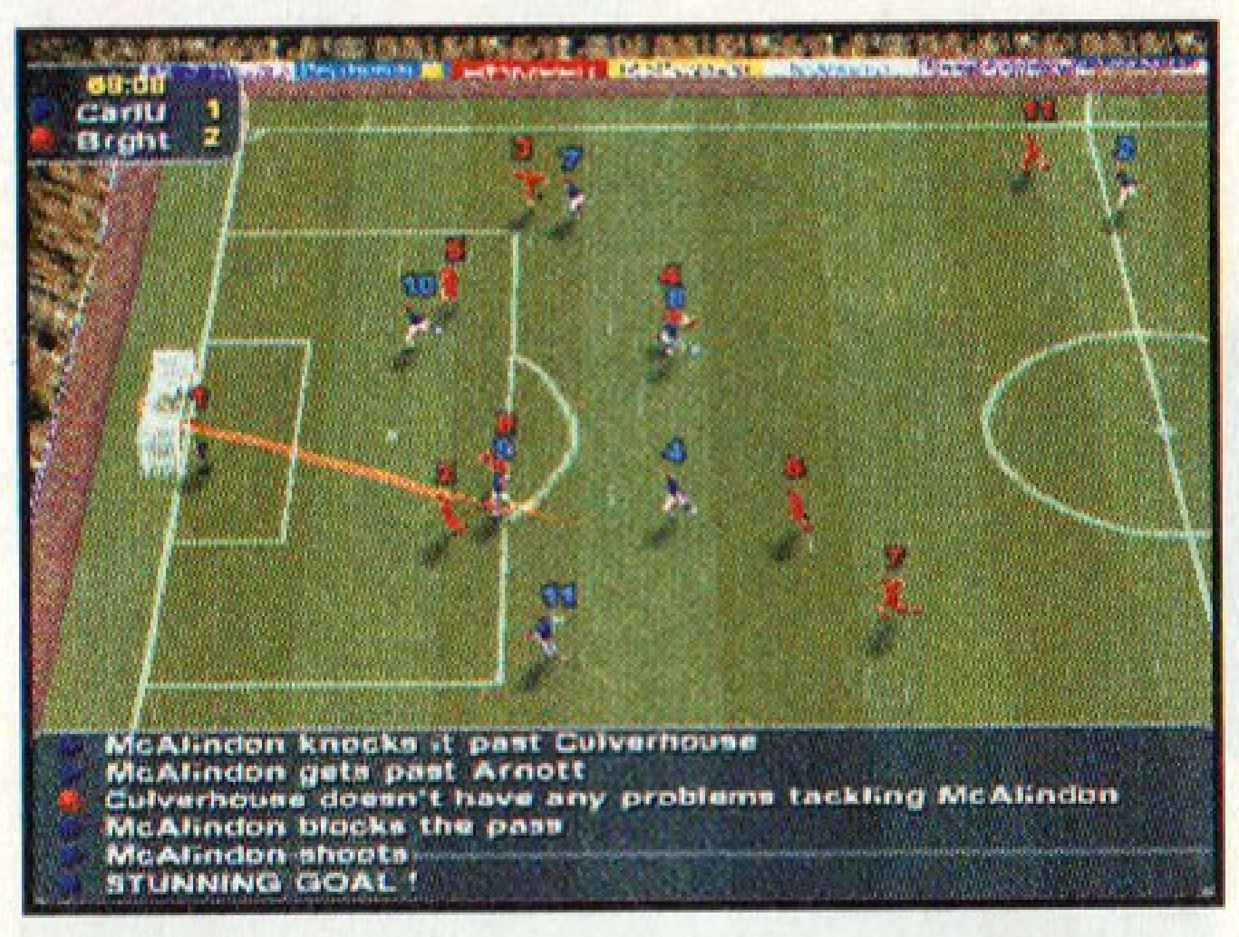
ENGLISH FOOTIE MANAGER GOES TO EUROPE

■ GLOBAL ACCESS! ■ NET GAMING! ■

Codemasters are planning big things for their footie title – *LMA Manager*. They are not simply content with proving that the PlayStation can support a practical and enjoyable management simulator, but now want to conquer Europe too.

Currently in development are three specifically designed conversions aimed at German, Italian and Spanish games markets. Alan Hansen provides the obligatory voice over in the UK version while other continental football celebrities will be brought in for their respective titles.

This announcement comes at the end of a good month for the *LMA*. It was competing for footie fan's cash with *FA Premier Football Manager 2000*, with EA's baby having the advantage of being released a week earlier. But the EA title was recalled from the shops at the last minute as the PlayStation packaging advertised features that are only available on the PC version! Since then *LMA* has two weeks of pressure free sales before '*Manager 2000* comes back into the shops.



McAlindon knocks it past Culverhouse
McAlindon gets past Arnott
Culverhouse doesn't have any problems tackling McAlindon
McAlindon blocks the pass
McAlindon shoots
STUNNING GOAL !

68:08
Carlu 1
Brght 2

McAlindon knocks it past Culverhouse
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McAlindon blocks the pass
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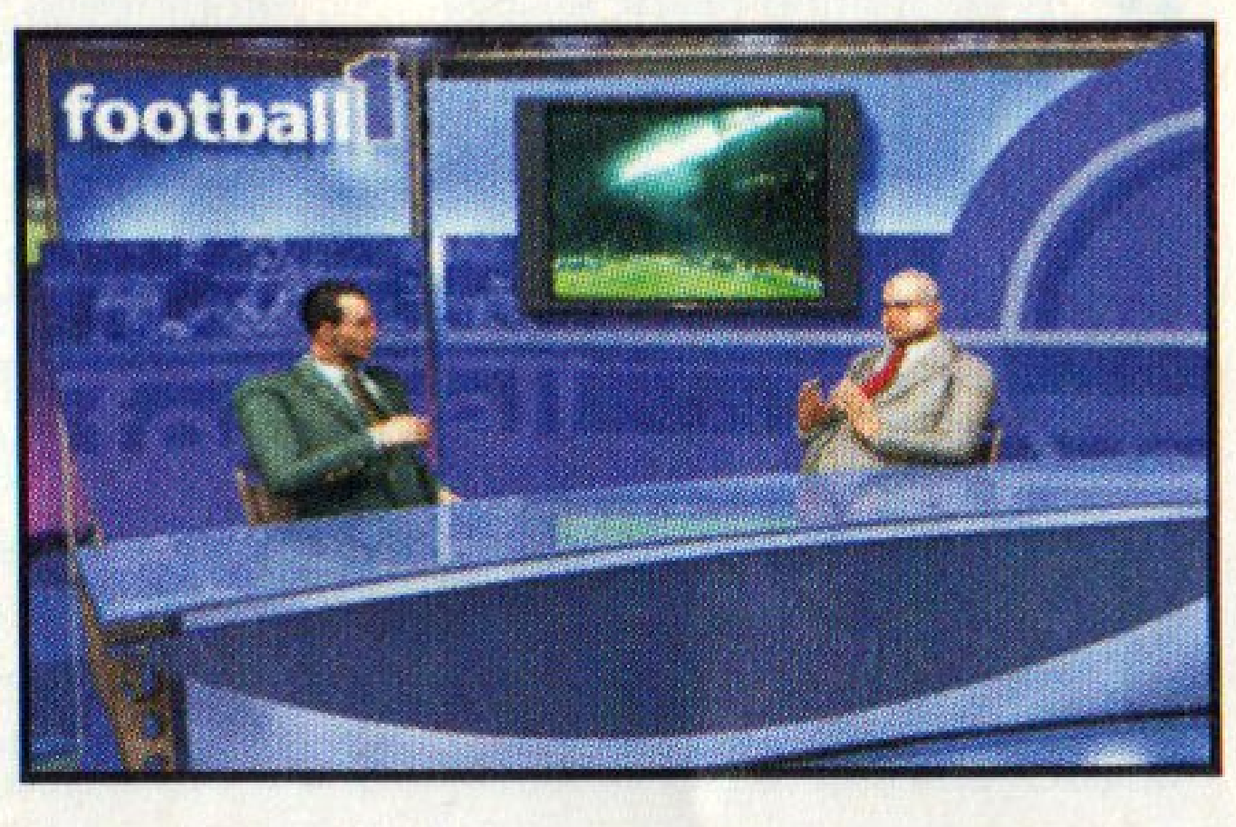
STUNNING GOAL !

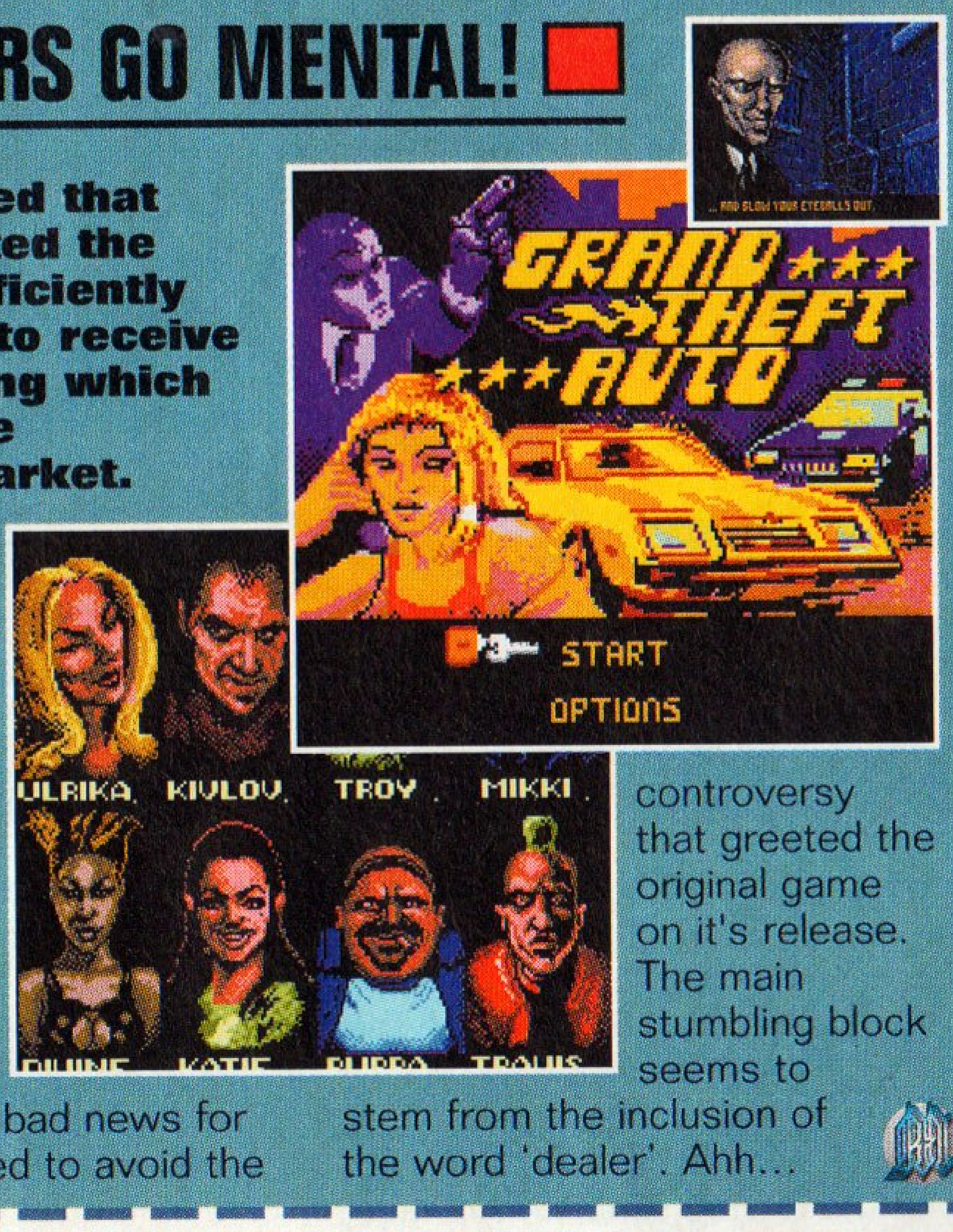


GTA AIN'T OKAY GB GETS CUT!

■ CENSORS GO MENTAL! ■

Take 2 believed that they had diluted the nastiness sufficiently for the game to receive an 11-14 rating which would suit the GameBoy's market.

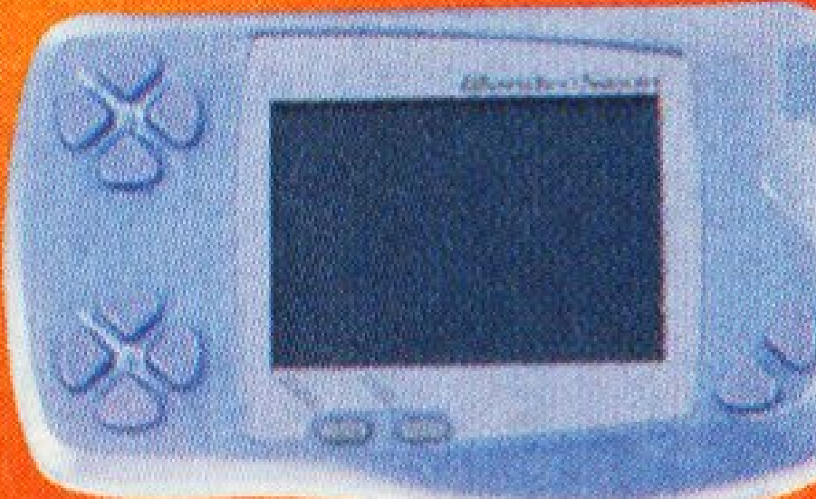
The Video Standards Council, believe instead that a game which originally warranted an 18 certificate, is not suitable for gamers under 15 years of age. The situation has yet to be resolved which is bad news for Take 2 who wanted to avoid the controversy that greeted the original game on it's release. The main stumbling block seems to stem from the inclusion of the word 'dealer'. Ahh...


... AND BLOW YOUR EYEBALLS OUT.
GRAND THEFT AUTO
START
OPTIONS
ULRIKA. KIVLOV. TROY. MIKKI.
DIVINE KATIE BUBBA TRAVIS

SCANDAL MONGER!

SONY SWAN ON

Bandai recently announced that it has reached a deal with Sony to provide a link between the PocketStation and its own Wonderswan handheld game system. The link-up won't work with the present PlayStation but will instead be compatible with the PlayStation2. No games have yet been announced that will make use of the link-up as yet.



32 WHOLE BITS!

After Nintendo recently confirmed that it is working on the next generation handheld (provisionally called Game Boy Advance) Japanese games giant SNK has revealed that it is developing a 32-bit successor to the handheld Neo Geo unit. No other details have been released at present.

POWER
OPTION
A
B
SNK

RENT-A-CAST

Video chain Blockbuster is launching a Dreamcast rental scheme, bless 'em. Visitors to Blockbuster's 200 stores will be able to rent a Dreamcast console with one controller for two nights for £10 and choose from seven new games at £3.50. Sounds like a cheap and cheerful weekend to us.

BLOCKBUSTER

DC DOES LOADS

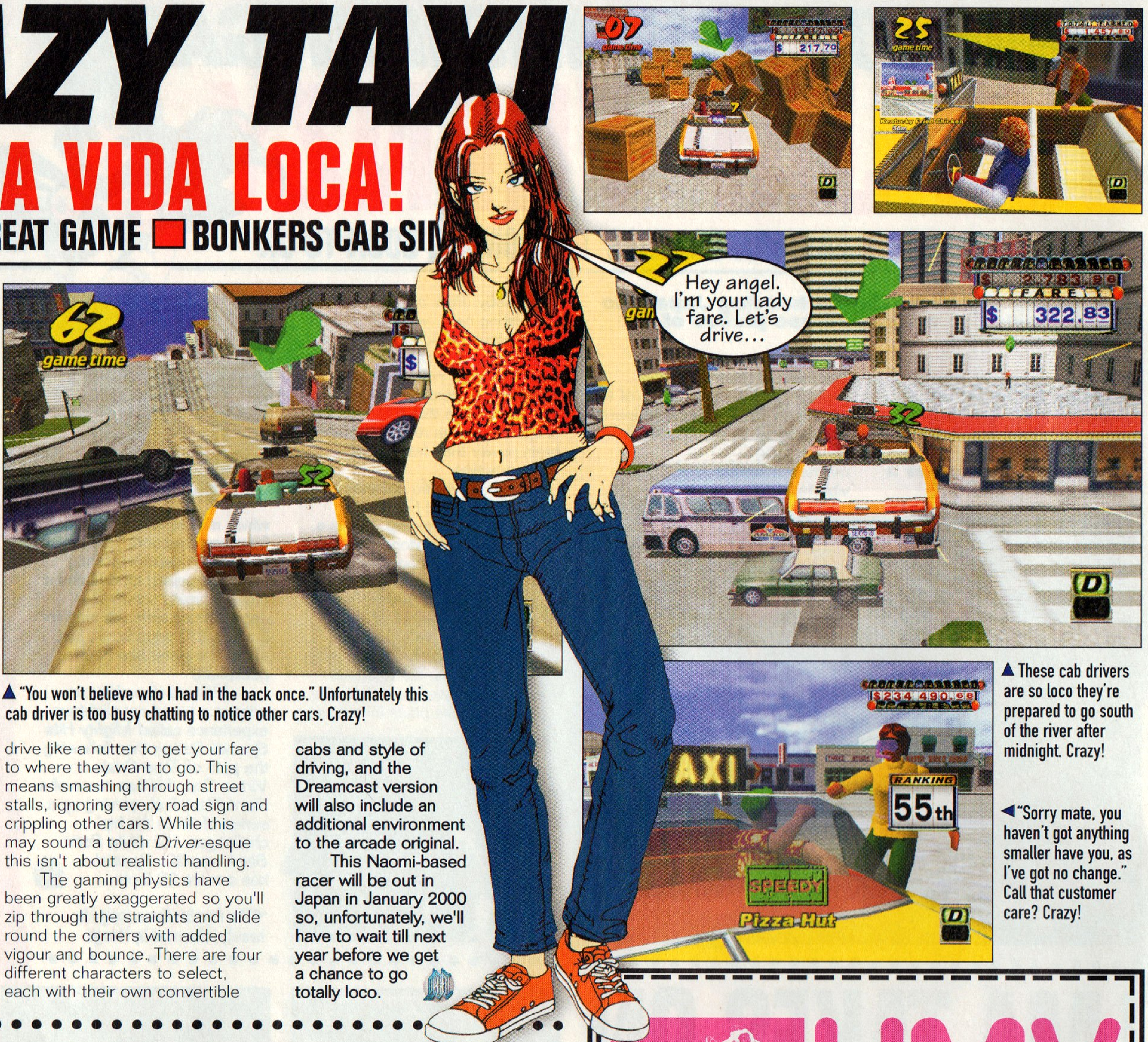
Sega has announced that, in just two weeks, over 500,000 Dreamcasts were sold in the US. In contrast, the PlayStation took four months to reach the half million mark in the States after its launch in 1995, while the Nintendo 64 reached the same number after being on sale for two months in 1996. Nice one Sega boys! Keep it up!

CRAZY TAXI

DRIVIN' LA VIDA LOCA!

■ CRAZY IDEA – GREAT GAME ■ BONKERS CAB SI

Sega are about to unleash another of their arcade masterpieces on the Dreamcast early next year. *Crazy Taxi* has been entertaining cabinet fans for the last year, but soon we'll be able to take the *Taxi* back home.



▲"You won't believe who I had in the back once." Unfortunately this cab driver is too busy chatting to notice other cars. Crazy!

▲These cab drivers are so loco they're prepared to go south of the river after midnight. Crazy!

◄"Sorry mate, you haven't got anything smaller have you, as I've got no change." Call that customer care? Crazy!

The premise is simple. You are a taxi driver who must drive around and pick up fares. But as soon as your passenger settles in for the ride the clock starts ticking and you must get them to their destination before the time runs out.

While this may sound dull, the twist is that you're no ordinary taxi driver – you're crazy, you're insane, you're a mentalist. But rather than becoming a stalker, an assassin or a vigilante, you just drive like a nutter to get your fare to where they want to go. This means smashing through street stalls, ignoring every road sign and crippling other cars. While this may sound a touch *Driver*-esque this isn't about realistic handling.

The gaming physics have been greatly exaggerated so you'll zip through the straights and slide round the corners with added vigour and bounce. There are four different characters to select, each with their own convertible cabs and style of driving, and the Dreamcast version will also include an additional environment to the arcade original.

This Naomi-based racer will be out in Japan in January 2000 so, unfortunately, we'll have to wait till next year before we get a chance to go totally loco.

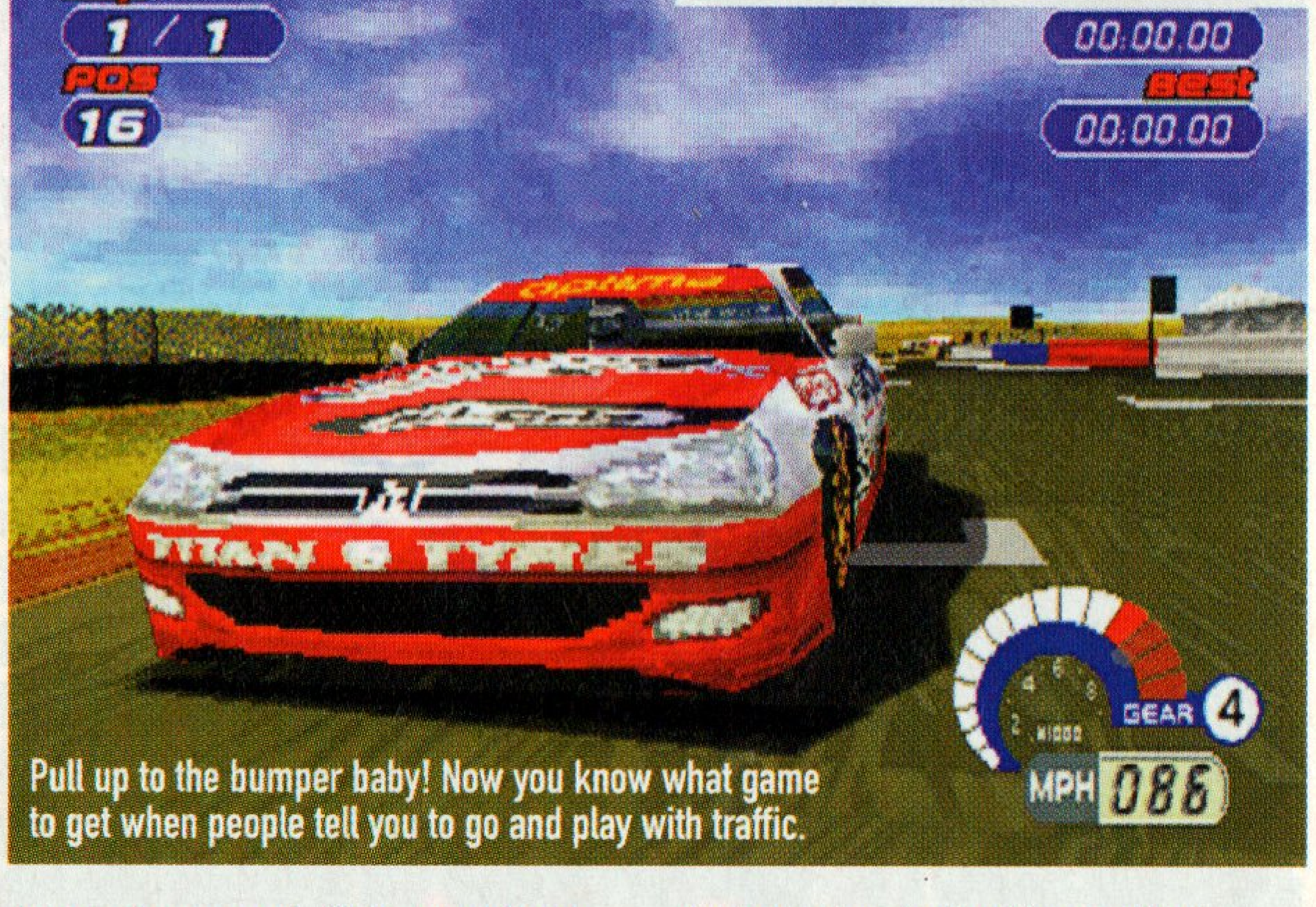
• •

TOCA MANIA

LOOK AT THOSE TOCAS GO

■ THE BEST COMES TEARING BACK! ■

Codemasters are going back on tour with their cars and they're ready for the next millennium with a new development of their spritely racing series – *TOCA*.



Pull up to the bumper baby! Now you know what game to get when people tell you to go and play with traffic.

With the original and one sequel already holding their own in the world of rallying and Grand Prix, the developers behind the excellent *Colin McRae* series are set to bring out a third installment – *TOCA World Touring Cars*.

The main feature worth shouting about is that the number of tracks available will double as *TOCA* goes all international on us. Now the action will take place at key venues across Europe, North America, South America, Australia and Japan. The vast number of tracks will include the Hockenheim, Suzuka and Buenos Aires venues which the developers boast will be recreated in never-seen-before detail.

There will be a 30 cars to select, all from top manufacturers Peugeot, Toyota and Nissan. Using the unique 'momentum prediction engine' the handling has been sharpened. This combined with the excellent crash dynamics should make this the best *TOCA* of the bunch. This is set to be the last *TOCA* on the PlayStation as Codemasters set their eyes on the next generation consoles. With the driving simulator market being saturated with excellent products such as *Gran Turismo 2*, *V-Rally 2* and *Colin McRae 2* the enthusiasm and the pockets of racing fans will be severely tested in the future. Whether all will survive, only time will tell.

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GamesMaster

THE FIGHTING AIN'T OVER YET BABY!

LAYING THE SMACK DOWN

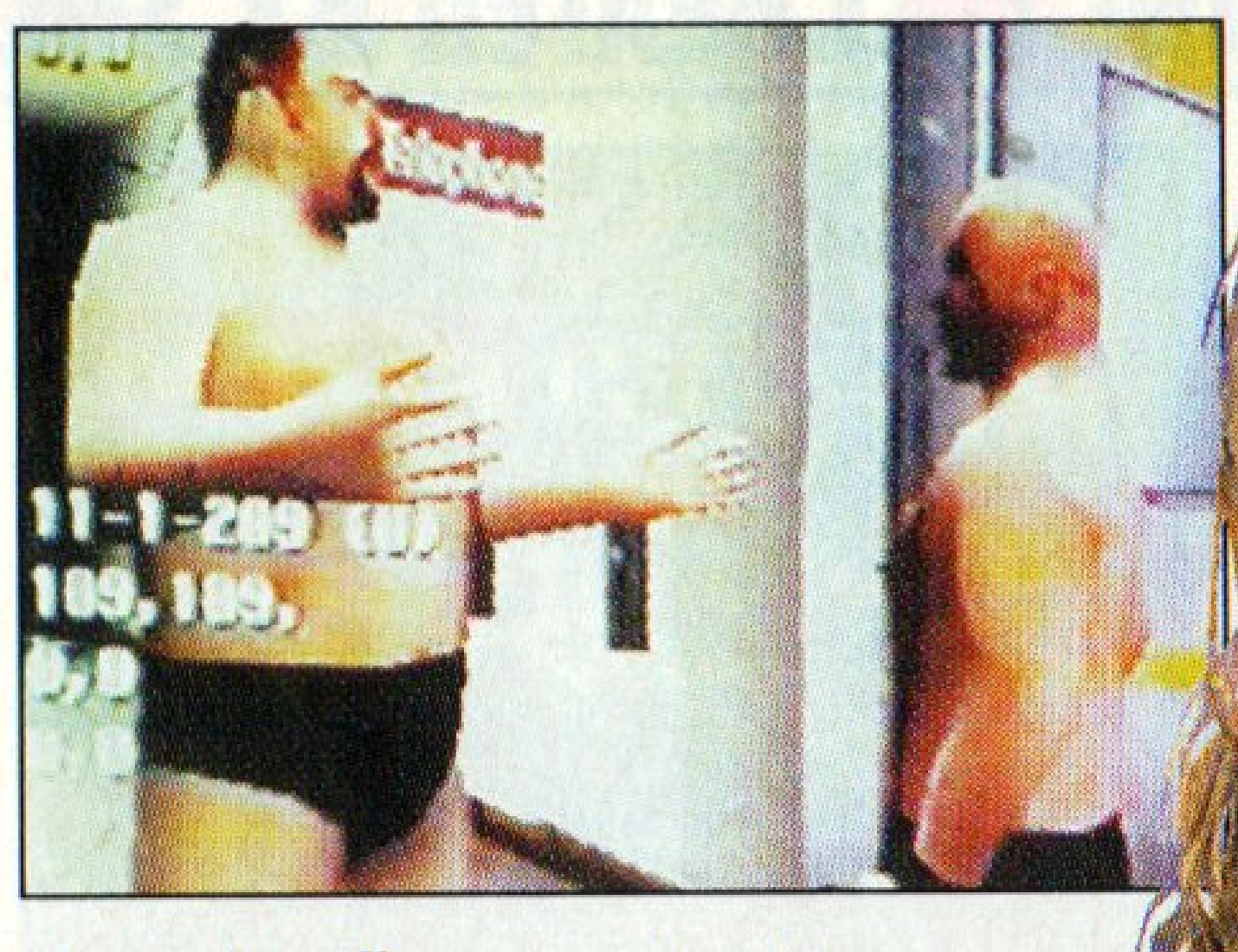
■ THQ UNVEIL WRESTLEMANIA SEQUEL ■ NEW PLAYSTATION SL

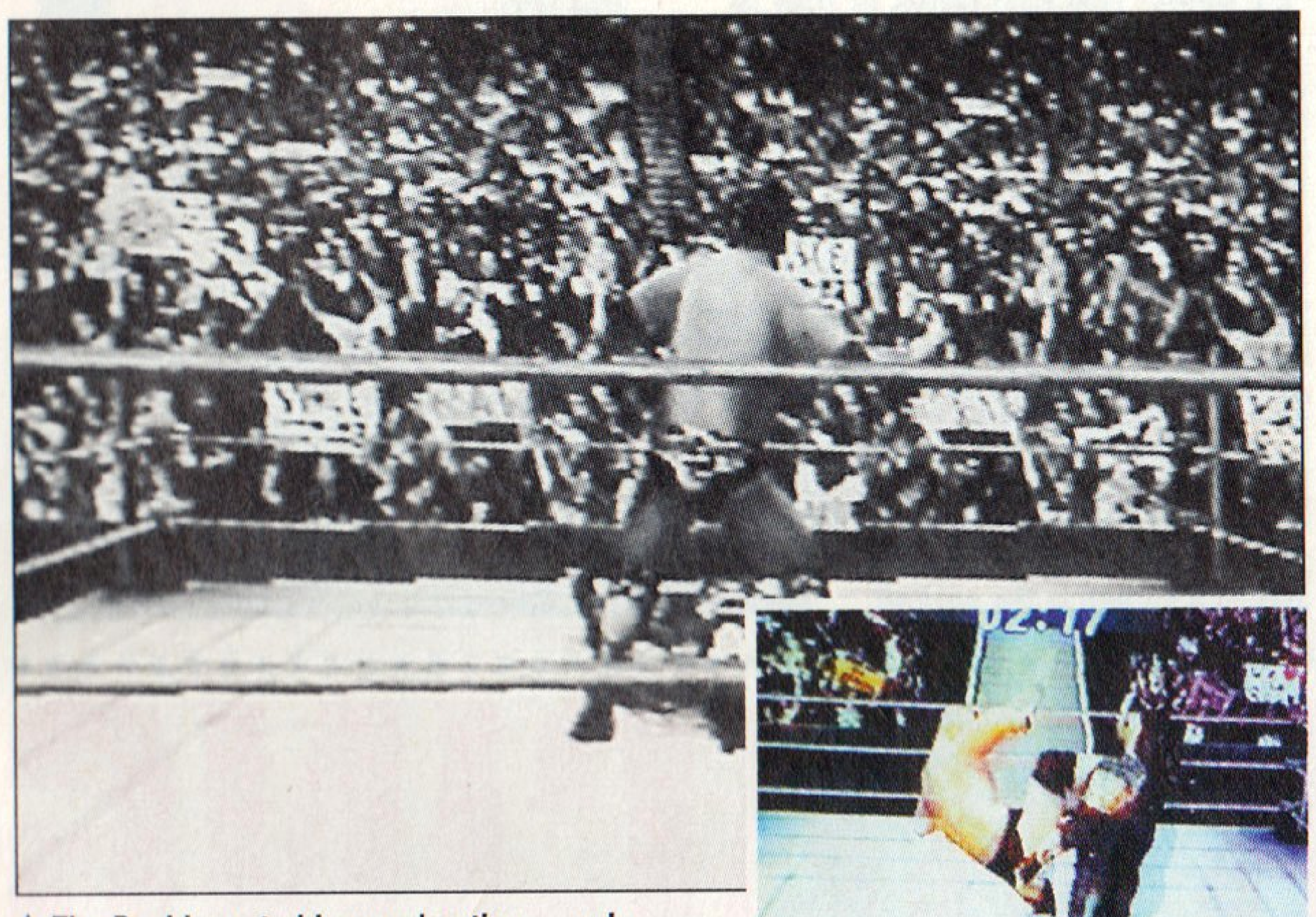
As if there weren't already enough grappling games doing the rounds, THQ has just announced its second WWF title. Quickly following on from *Wrestlemania 2000, WWF Smackdown* promises to include a variety of unique features.

Like many of THQ's wrestling games, it's based on a Japanese engine, in this case that of *Toukon Retsuden 4* [*New Japan Pro Wrestling 4*] – one of a number of Japanese grapple-em-ups famed for being almost impenetrable by English-speaking gamers.

What *is* known at this early stage is that *Smackdown* will feature over 30 WWF characters including 'Stone Cold' Steve Austin, The Rock, Undertaker, Kane, The Hardy Boyz, Chyna and even former squash-boy Hardcore Holly. It will support up to four players and is expected to be released for the PlayStation, Dreamcast and Nintendo 64.

Modes of play will include the standard Exhibition, Cage, Royal Rumble (an over-the-top-rope eliminator) and three-way matches, as well as the ubiquitous create-a-freak feature. More interestingly, *Smackdown* is also set to feature a single-player Story mode which should come closer to recreating an actual WWF show than any wrestling game to date.





▲ The Rock's up to his usual antics – only this time you can take him backstage too!

SCANDAL MONGER!

HELLO SAILOR!

As we reported last issue, computer giants Microsoft are not content with ruling the world and have decided to enter the games console market as well. We reported that it was being developed under the working title of the X-Box but now the top secret project is currently going under the name Mariner. Microsoft have still made no comment on their seaman-styled project and so we'll have to watch and wait for an official news release.

Microsoft

INDIGO INDIGONE!

First the good news. The hero's back. Now the bad news. He's gone again. Yes, Dr Jones will be returning to gamers in his latest adventure *Indiana Jones and the Infernal Machine* – but only on the PC. The LucasArts title was to be making an appearance on the PlayStation as well but they have just announced they are "refocusing." This news comes just after the cancellation of the *SW: Episode 1 Racer* on the PSX, so are the company moving away from the ageing Sony console?

ACTION MAN
ACTION MAN
MISSION XTREME
PlayStation
Ready weapon

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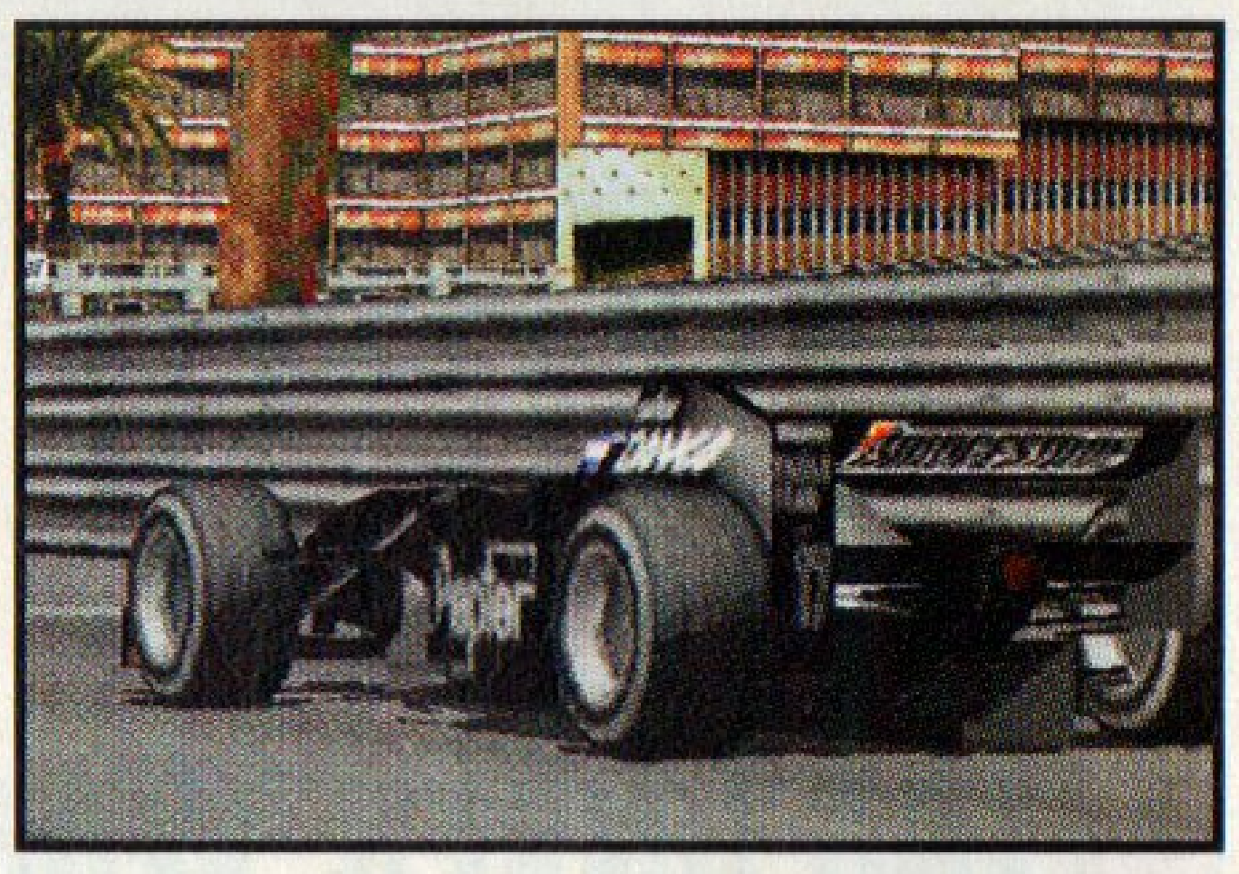
Be a force for good. Action Man on PlayStation puts the world in your hands. Awesome 3D graphics bring your hero's world alive as you track terror across the globe. From desert hideout to the city streets, you must seek out danger, deploy high tech hardware and defend us all from the evils of Dr. X and his deadly pals. Think you're up to the job? Action Man on PlayStation. Don't just live the adventure, make it happen.

PlayStation

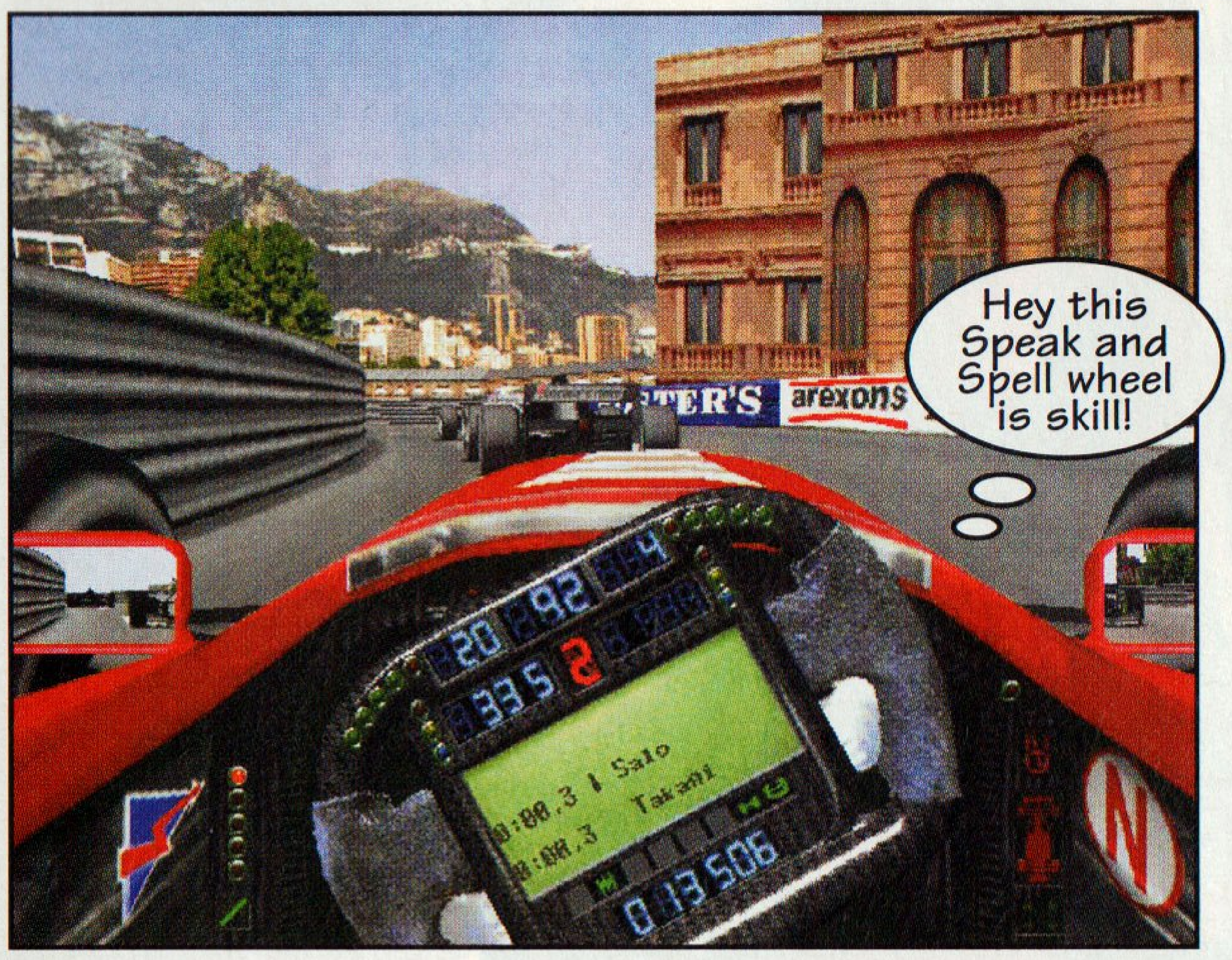
HASBRO Interactive

• STOP PRESS • C&C: TIBERIAN SUN MISSION DISC TO BE RELEASED!

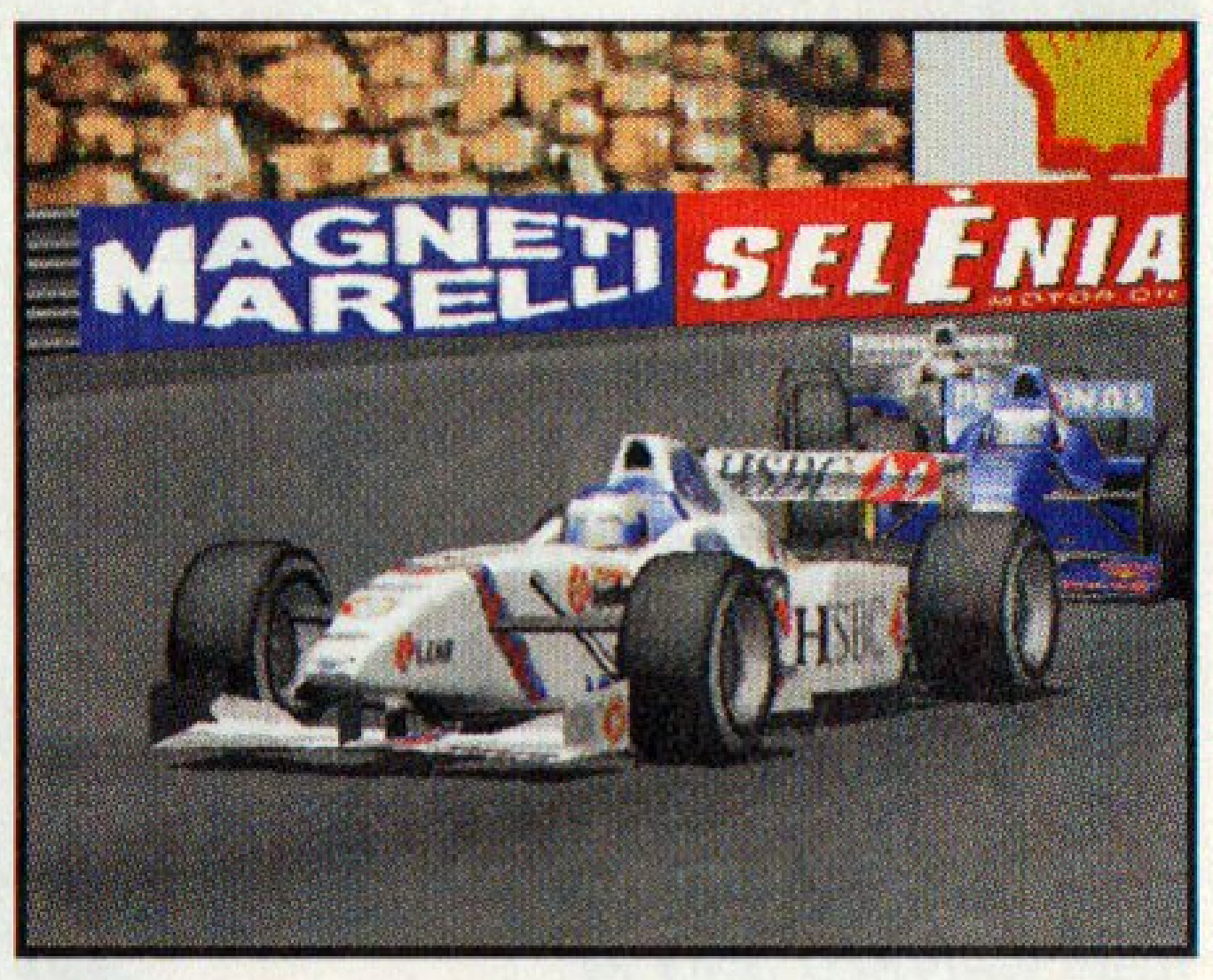
F1 GRAND PRIX 3



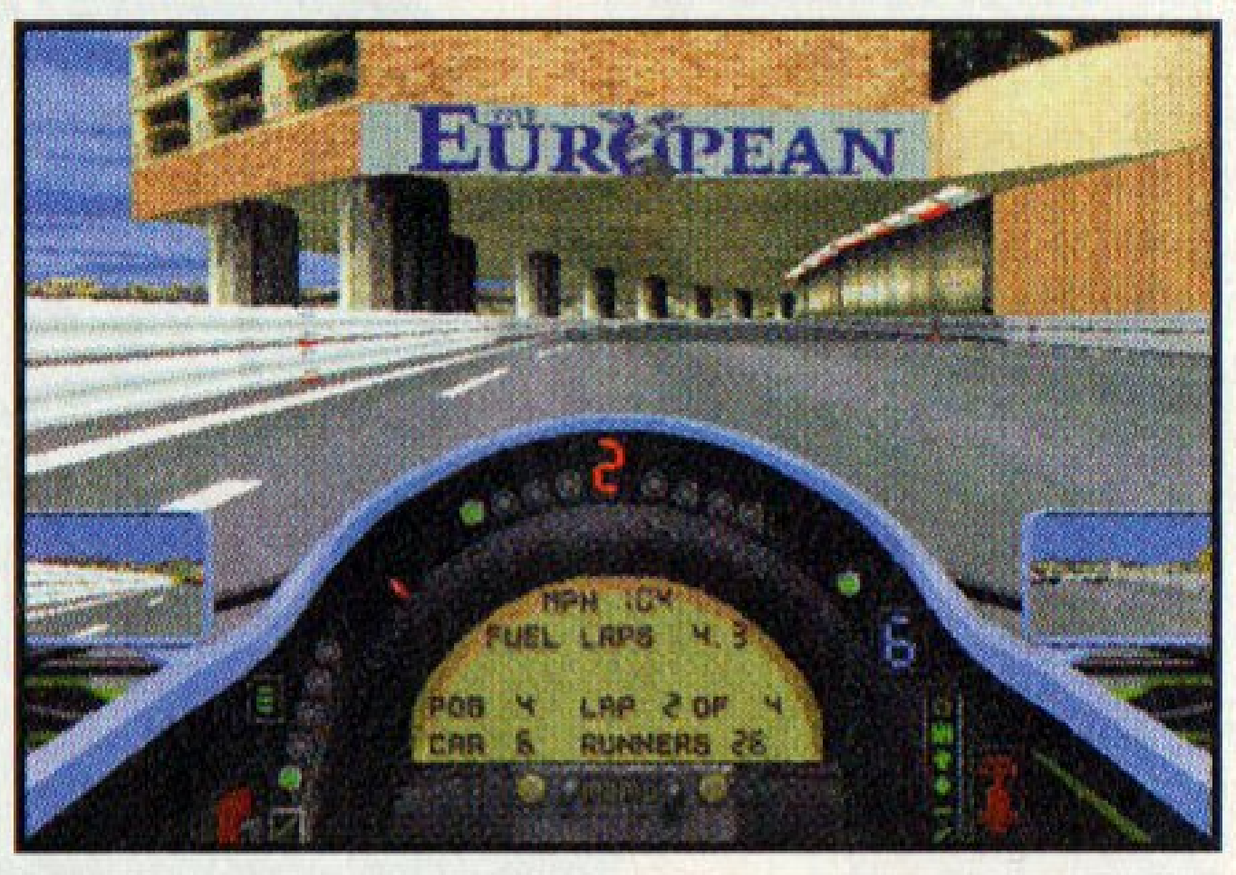
■ THE WAITING IS NEARLY OVER FOR PC F1 SIM ■ CREATED BY SOLITARY DEVELOPER? ■



The PC is the one format which has the power to accommodate the driving game developer's anal obsession with sim-style detail. And the most eagerly awaited PC driving sim is on the finishing straight of production.



Yes, *FI World Prix 3*, the third in Geoff Crammond's the legendary F1 sim series will be here for Spring 2000. And it looks better than ever!

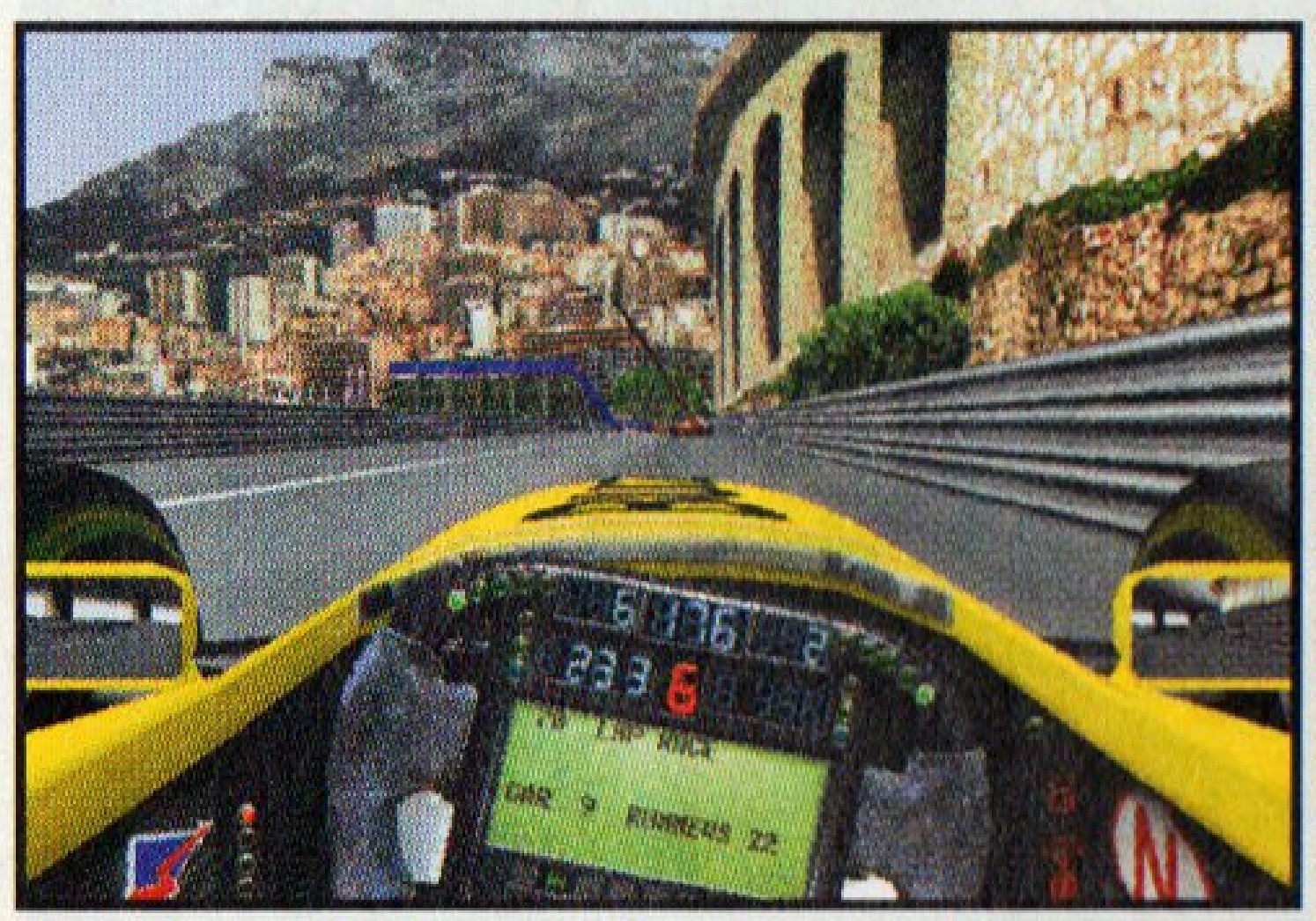
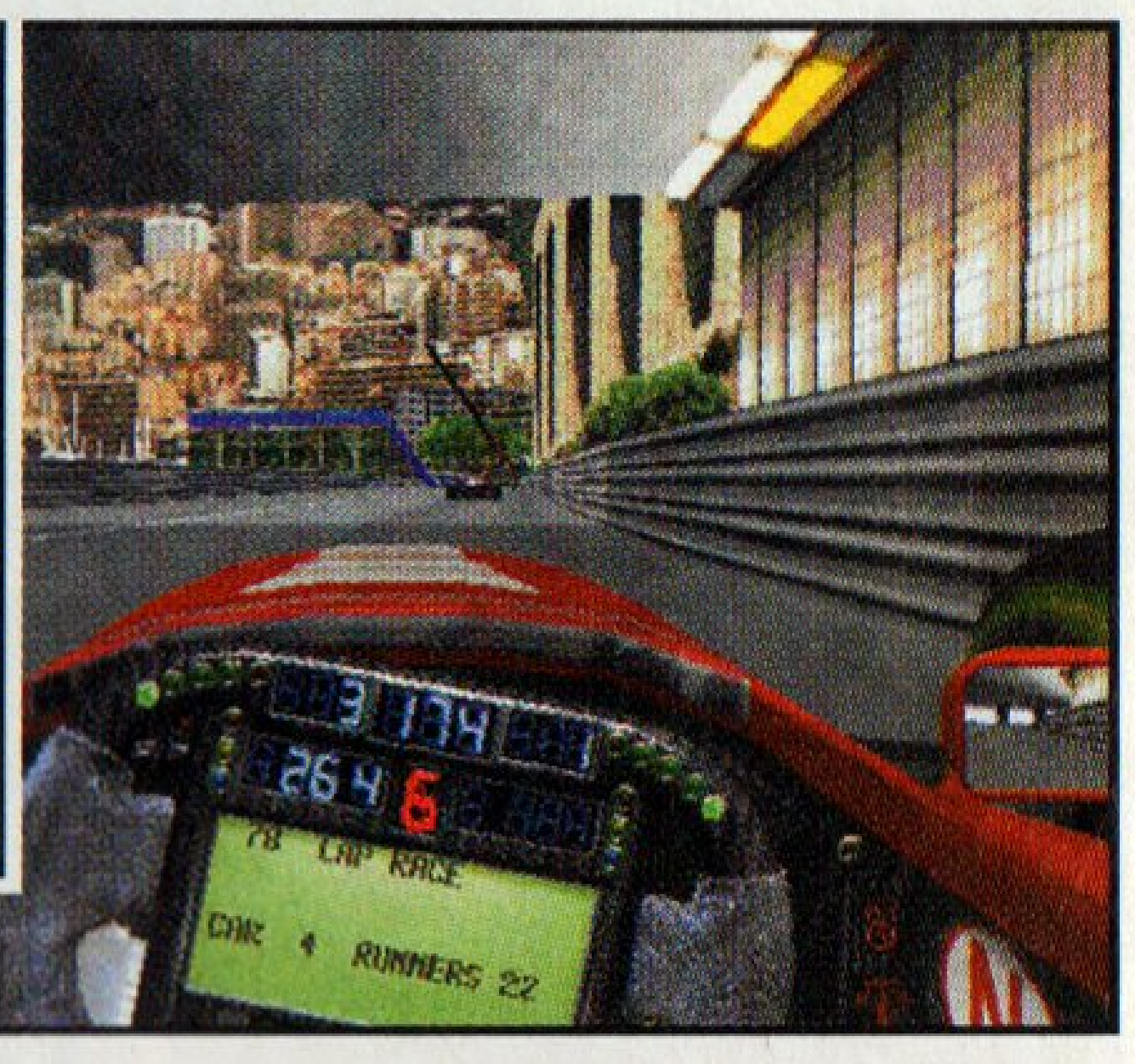


While every game boasts never seen before realism, a quick glance at these screenshots is proof that Geoff's latest F1GP is indeed a bit special. From the motors, to the gaming physics, to the landscapes this oozes class and, as a result, attracted large crowds at this years ECTS.

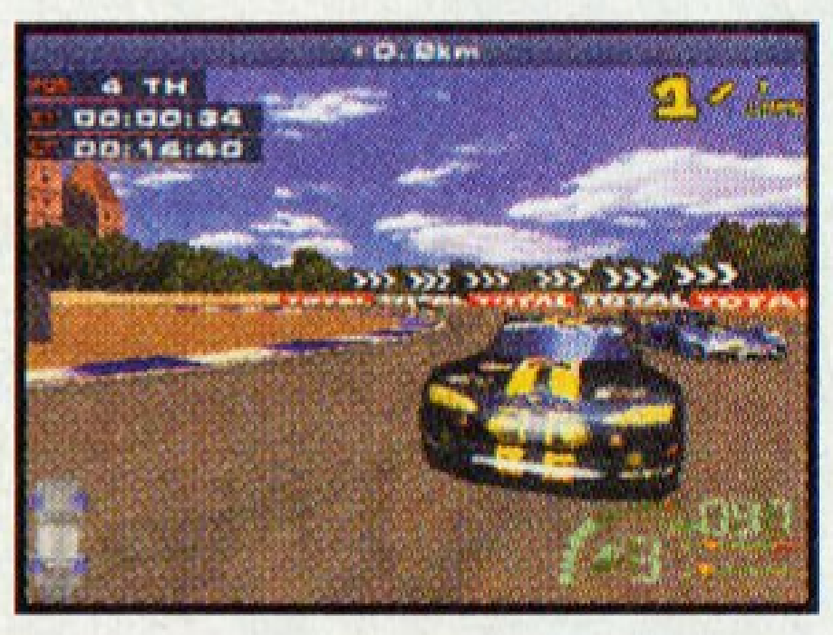
The accuracy continues to the racing details as Hasbro, the game's publisher, have signed a five year deal with the FIA (the sports governing body) to produce F1 sims. The bad news is that at the moment, the game is only up-to-date as far as 1998. Seeing as the game will be coming in March next year this is disappointing. But with the hard work on the game now in place Hasbro could be following with updates to this title.

A glorious addition to the F1 genre is the car-to-pit relay of information providing you with vital information about your motor and even times your pit stops.

Another highlight is that there's a 4-16 multi-player LAN option so you and your mates can slug it out like the Schumachers you are.

▲ Information is sent from the pits to a screen in the cockpit.

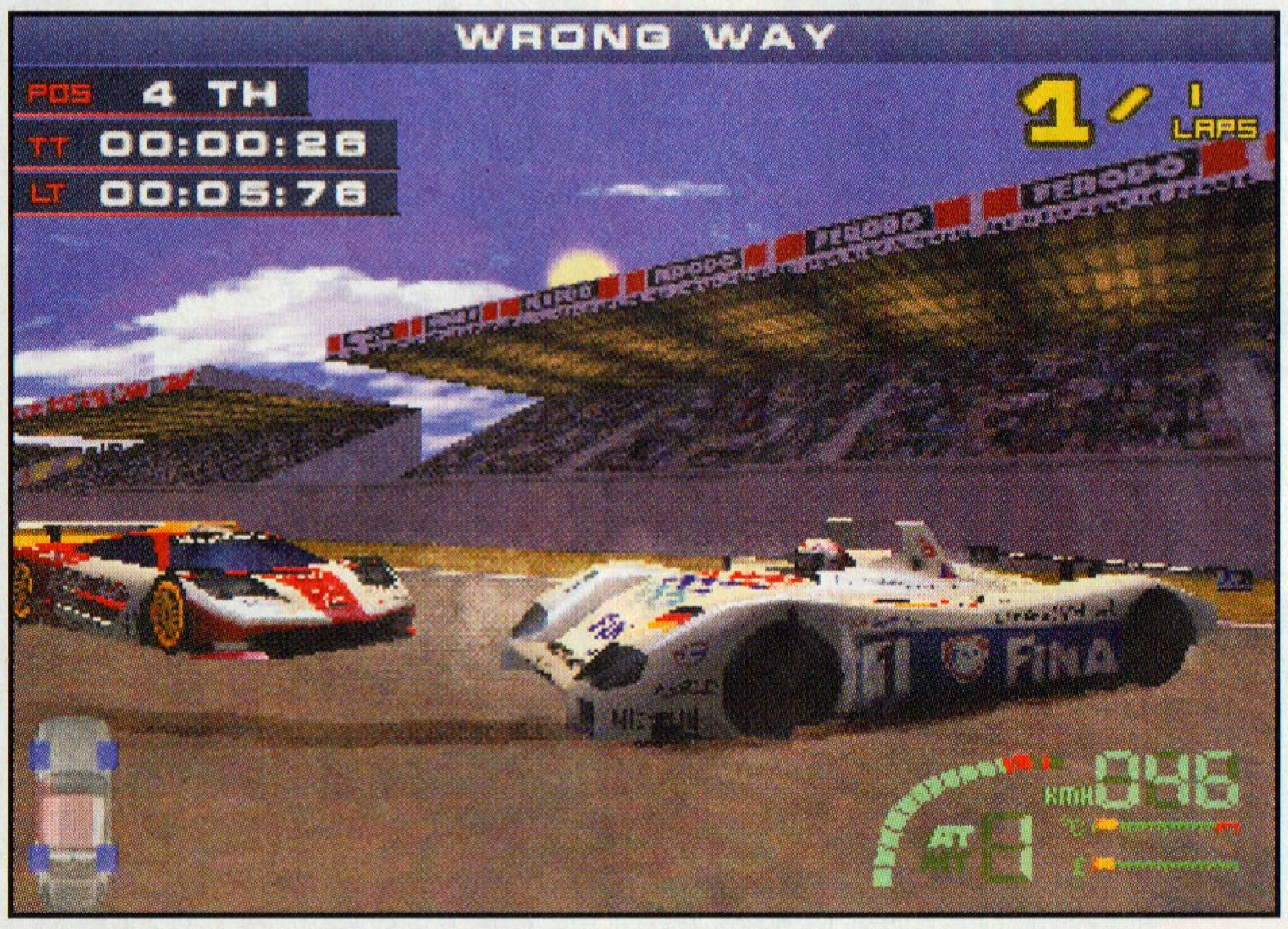


24 HOUR RACING

THE STAMINA SAPPING ALL-NIGHT RACE – LE MANS COMES TO THE PC AND PSX

■ SPEND THE DAY BEZZING ■ JUST ONE MORE GO BEFORE BED ■

Eutechnyx are putting the finishing touches to one of the most ambitious driving titles of the year – *Le Mans 24 Hour*, which will allow you to compete in the marathon motor race.



While it's pretty obvious that a game of the Le Mans 24 hour race would offer a 24 hour option it should be interesting to see if anyone takes up the challenge. While many have been known to lose days to *Final Fantasy* and *Tomb Raider* you don't usually get the urge with racing games.

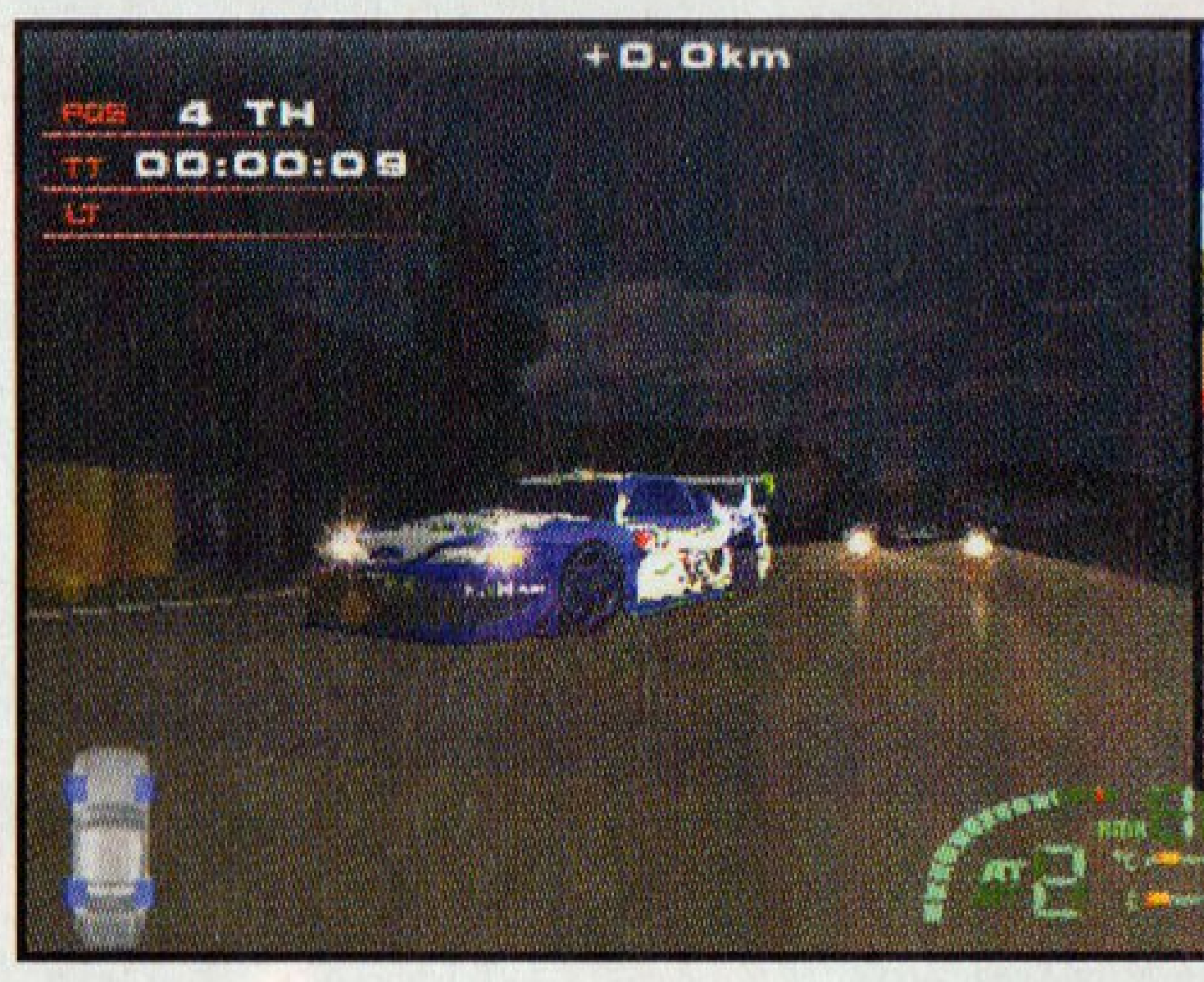
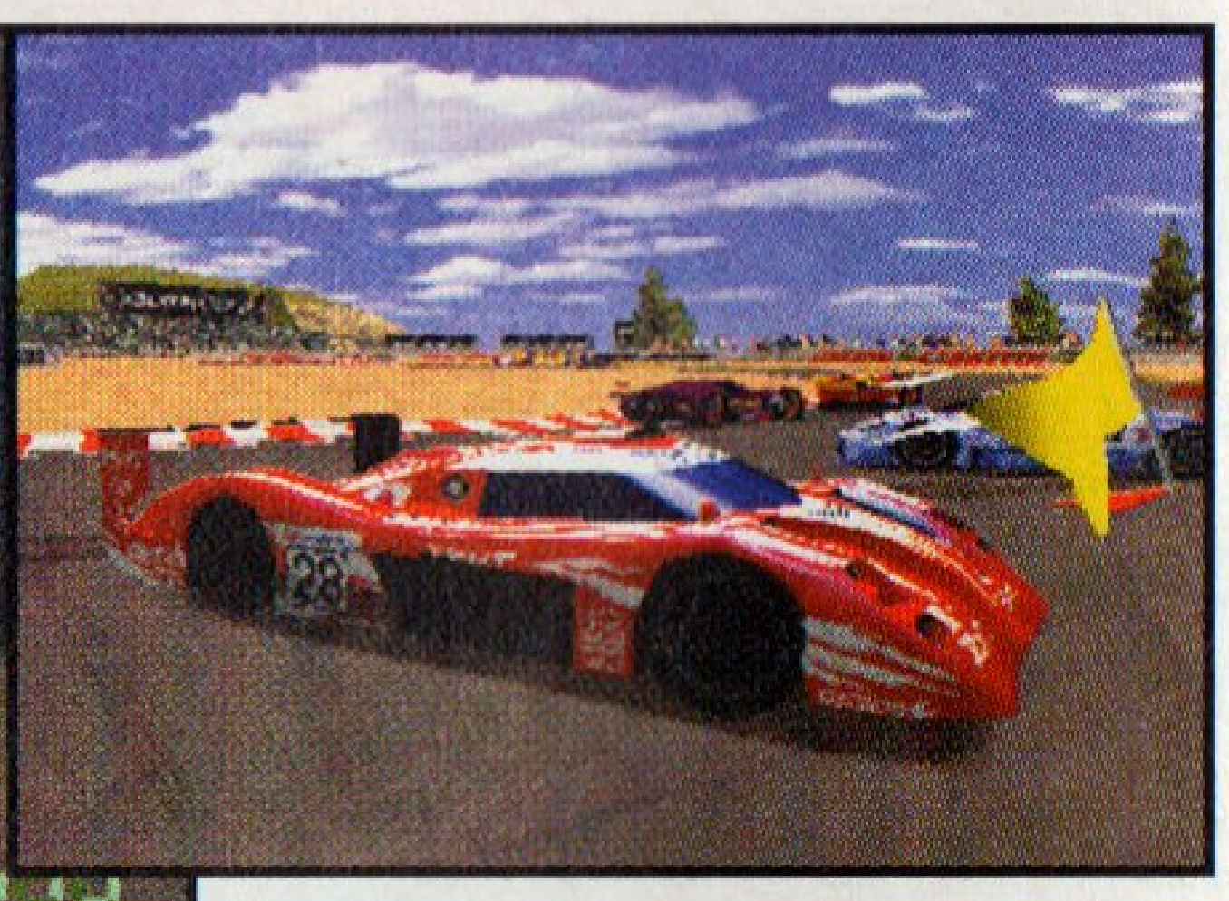
But all-night driving aside, here is another driving sim that has been developed to near perfection. This year so far we've had *V-Rallly 2*, a return to form for the Formula 1 series and soon we'll have *GT2*. Driving fans will be now be able to spoil themselves rotten with this obsessively detailed simulator.

The action will not be restricted to the Circuit de la Sarthe though, as a series of additional tracks have been specifically designed for the game. You'll use these to negotiate the carefully sculpted learning curve which takes you through the GT2 class, up to GT1 before you get to the Protoype engines.

There are 48 selectable cars with 15 AI cars competing in each race, which suffer from general wear and tear as the race unfolds. Fuel will be depleted, tires will get worn so pit stops will have to be used strategically.

The game also boasts a 'zero pop-up' game engine which enables the landscapes to be the most detailed ever. This is also combined with a realtime game clock which takes you from day to night and exploits realistic lighting effects throughout.

Fortunately, for those who don't have a whole day to spend next to their console or PC, there's a handy Arcade mode for a quick dip into the action.

▲ That's a dangerous place to park it you ask me. Fool.

▲ As night draws in, *Le Mans* shows off its lighting effects.

RIZZA-AOOOWW!!

BIG GAME ALERT
Disney's
TARZAN
PlayStation
PAL
Disney's TARZAN
PlayStation
Disney's TARZAN Action Game
PC CD ROM
PlayStation
Disney Interactive

Based on the hit movie, Disney's brilliant new 3D action game Tarzan is available now!

www.disney.co.uk/disneyinteractive/
www.playstation.co.uk/tarzan

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COMING SOON!

GAMESMASTER'S ESSENTIAL GAMING CALENDAR

Need a release? Well don't go postal or they'll send policemen round to see you. Just peruse our latest schedule and see what's coming next in the wired world of gaming. Then take out all your frustration on the publishers when they fail to come up with the goods. Now doesn't that feel better? And you managed to get it all out of your system without coming anywhere near the front page of the dailies. Well done!

NOVEMBER

5th	Spyro the Dragon 2	Sony	PSX
5th	Beatmania	Konami	PSX
5th	FIFA 2000	EA	PSX
5th	Bugs Bunny	Infogrames	PSX
5th	Prince Naseem Boxing	C/Masters	PSX
5th	Get Bass Fishing	Sega	DC
5th	F1 Racing Sim	Ubisoft	DC
5th	Hot Wheels Racing	EA	N64
5th	Alien	Fox	GB
5th	FIFA 2000	EA	PC
5th	Indiana Jones: Infernal	LucasArts	PSX
12th	Knockout Kings 2000	EA	PSX
12th	No Fear Biking	C/Masters	PSX
12th	Nightmare Creatures 2	Kalisto	PSX
12th	Track & Field	Konami	PSX
12th	Worms: Pinball	Infogrames	PSX
12th	WWF Attitude	Acclaim	DC
12th	Street Fighter Alpha 3	Capcom	DC
12th	Red Dog	Sega	DC
12th	Ultimate Football	Havas	N64
12th	Worms	Infogrames	N64
12th	Mario Golf	THE	N64
12th	Nightmare Creatures 2	Mindscape	N64
12th	Trick 'n' Snowboard	Virgin	PSX
12th	Apocalypse	Platinum	PSX
12th	Alien Resurrection	Fox	PC
12th	Track & Field	Konami	GB
12th	Mr Nutz	Infogrames	GB
12th	Worms	Infogrames	GB
12th	Jimmy White's Cueball	Virgin	GB
12th	Magical Tetris	THE	GB
17th	Earthworm Jim	Interplay	GB
19th	Millennium Soldier	Infogrames	PSX
19th	Demolition Racer	Infogrames	PSX
19th	Cyber Tiger	GTI	PSX
19th	Premier Manager 2000	Gremlin	PSX
19th	Fear Factor	Eidos	PSX
19th	Chef's Luv Shack	Acclaim	PSX
19th	Super Smash Bros	THE	N64
19th	Ready 2 Rumble	Midway	N64
19th	Armourines	Acclaim	N64
19th	Mario Artist and Camera	THE	N64
19th	Banjo Tooie	THE	N64
19th	Nuclear Strike	THQ	N64
19th	Ready 2 Rumble	Midway	N64
19th	Space Invaders	Activision	N64
19th	Chef's Love Shack	Acclaim	N64
19th	Turok Rage Wars	Acclaim	N64
19th	Half Life Team Fortress 2	Sierra	PC
19th	Half Life Expansion Pack	Sierra	PC
19th	Slave Zero	EA	PC
19th	Mission Impossible	Infogrames	GB
19th	Ronaldo Football	Acclaim	GB
19th	Turok Rage Wars	Acclaim	GB
19th	Space Invaders	Activision	GB
19th	Wrestlemania 2000	THQ	GB
19th	Supreme Snowboarding	Sega	DC
26th	Medal of Honour	EA	PSX
26th	Le Mans 24 Hour	EA	PSX
26th	Formula 1	Eidos	PSX
26th	ICC Cricket	EA	PSX
26th	Resident Evil 3: Nemesis	Eidos	PSX
26th	South Park Rally	Acclaim	PSX
26th	Tomorrow Never Dies	MGM	PSX
26th	Vigilante 8: 2nd Offense	Activision	PSX
26th	Wu Tang Clan	Activision	PSX
26th	Donkey Kong World	THE	N64
26th	Knockout Kings 2000	EA	N64
26th	South Park Rally	Acclaim	N64
26th	Vigilante 8: 2nd Offense	Activision	N64
26th	Spiderman	Activision	N64
26th	Soul Calibur	Sega	DC
26th	South Park Rally	Acclaim	DC
26th	Soul Fighter	Sega	DC
26th	Le Mans 24 Hour	Infogrames	PC
26th	Spiderman	Activision	PSX
27th	NHL Hockey '99	EA	N64
TBC	Resident Evil	Virgin	GB
TBC	Dino Crisis	Virgin	PSX
TBC	Official F1 Racing	Eidos	PSX
TBC	Rising Zan	Infogrames	PSX
TBC	Urban Chaos	Eidos	PSX
TBC	Hydro Thunder	Midway	DC
TBC	Jimmy White's Cueball	Virgin	DC
TBC	Marvel Vs Capcom	Capcom	DC
TBC	NBA Showtime	Midway	DC
TBC	NFL Blitz	Midway	DC
TBC	NFL Quarterback Club	Acclaim	DC
TBC	Pen Pen Tricelon	Sega	DC
TBC	Psychic Force	Acclaim	DC
TBC	Resident Evil 2	Capcom	DC
TBC	Suzuki Extreme	Ubisoft	DC
TBC	UEFA Striker	Infogrames	DC
TBC	Worldwide Soccer 2000	Sega	DC
TBC	Worms Armageddon	Infogrames	DC
TBC	Demolition Racer	Infogrames	PC
TBC	Soldier of Fortune	Activision	PC
TBC	Indiana Jones: Infernal	LucasArts	PC
TBC	Off Road	EA	PC
TBC	Interstate '82	Activision	PC
TBC	Carma 3: Death Race	SCI	PC
TBC	Mercedes Truck	THQ	PC
TBC	Duke Nukem Forever	GTI	PC
TBC	Dark Reign 2	Activision	PC
TBC	Formula 1	Eidos	PC
TBC	Messiah	Interplay	PC
TBC	Shanghai Dynasty	Mindscape	PC
TBC	Obi-Wan: Dark Forces 3	LucasArts	PC
TBC	Star Trek: Insurrection	Interplay	PC
TBC	Theme Park 2	EA	PC
TBC	Vampire	Activision	PC

DECEMBER

3rd	WWF 2000	THQ	N64
3rd	Quake 3 Arena	Activision	PC
3rd	Police Quest SWAT 3	Sierra	PC
3rd	Ultima Ascension	EA	PC
3rd	Dune 2000	EA	PSX
3rd	Road Rash Unchained	EA	PSX
3rd	Saboteur	Eidos	PSX
3rd	NBA 2000	EA	DC
10th	WCW Mayhem	EA	N64
7th	Gran Turismo 2	Sony	PSX
17th	Crash Team Racing	Sony	PSX
18th	Tonic Trouble	Ubisoft	PSX
31st	Cyber Tiger	EA	N64
TBC	Warpath: Jurassic Park	EA	PSX
TBC	Fisherman's Bait	Sony	PSX
TBC	Int Track n Field 2	Konami	PSX
TBC	Jeremy McGrath 2000	Acclaim	PSX
TBC	Jimmy White's Cueball	Virgin	PSX
TBC	Drakan	GTI	PC
TBC	Daikatana	Eidos	PC
TBC	Conquest Frontier Wars	Interplay	PC
TBC	A-10 Warthog	EA	PC
TBC	Street Fighter Alpha	Virgin	GB
TBC	Dragon's Blood	Sega	DC

COMING SOON IN JAPAN

WHAT THEY'RE LOOKING FORWARD TO...

Mar	PlayStation2	Sony	PSX

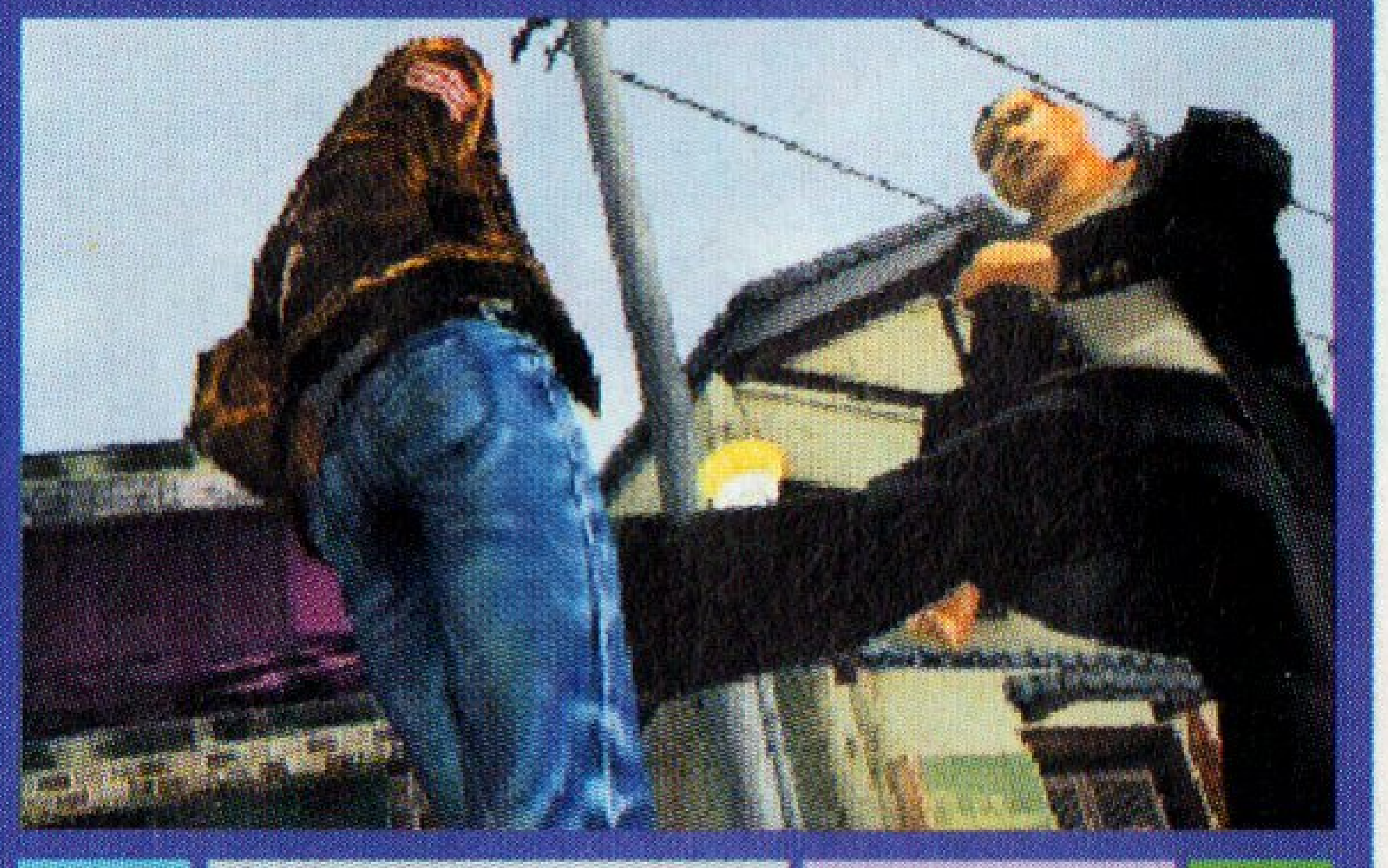
You lucky, lucky bunch of hi-tech gits. We want this, and we want it now! Can we, huh? Pretty please...?

TBC	Code Veronica	Capcom	DC

The Dreamcast gets nasty as survival horror gores its way onto Sega's brute. This one'll get messy.

TBC	Tekken Tag	Namco	PSX2

More slapping from the masters of fist-in-face action – Namco. This will go head-to-arse with *Soul Calibur*.



TBC	Shenmue	Sega	DC

Get your finger out Sega! We want this released now that we've all seen the demo (check out page 26).

COMING SOON!

THE ONES TO WATCH OUT FOR!

HOPE YOU'VE ASKED FOR ONE OF THESE!

Christmas is coming, you've started being nice to those distant relatives you normally don't care about so they give you something good. You've ransacked your parent's bedroom looking for your prezzies and left loads of hints for what you want. If you haven't we reckon you should make sure you ask for these.

Nov	Tomb Raider 4	Eidos	PSX

Lara and her bussom buddies will dominate the charts again this year with her latest adventure.

Oct	Dreamcast	Sega	DC

Make sure you let your mum and dad know that this is the hottest hardware this Christmas.

TBC	Evolution	Ubisoft	DC
TBC	Shadowman	Acclaim	DC
TBC	Vigilante 8 2nd Offense	Activision	DC
TBC	Virtua Striker 2	Sega	DC

JANUARY

14th	Force Commander	Activision	PC
14th	Lords of the Realm 3	Sierra	PC
14th	Battlezone	Crave	N64
TBC	Ready 2 Rumble	Midway	GB
TBC	Res Evil Code Veronica	Eidos	DC
TBC	Middle Earth	GTI	PC
TBC	Navy SEALS	Eidos	PC

FEBRUARY

4th	X-Men	Virgin	N64
4th	X-Men	Virgin	PSX
4th	Delta Force 2	Novastorm	PC
4th	Hostile Waters	Rage	PC
4th	MDK 2	Interplay	DC
4th	Pokemon PInball	THE	GB
11th	Starship Troopers	Hasbro	PC
11th	Wrestlemania 2000	THQ	PSX
18th	Alien Resurrection	Fox	PSX
19th	Smurfs	Infogrames	GB
TBC	Earthworm Jim 3D	Interplay	PC
TBC	Loose Cannon	Activision	PC
TBC	Metropolis Street Racer	Sega	DC
TBC	Pokémon Pinball	Nintendo	GB

MARCH

TBC	Die Hard Trilogy 2	Fox	PSX
TBC	Actua Soccer 4	Gremlin	PSX
TBC	Crash Bandicoot 4	Sony	PSX
TBC	Dino Crisis	Virgin	PSX
TBC	ECW Wrestling	Acclaim	PSX
TBC	Fighting Force 2	Eidos	PSX
TBC	ISS Evolution	Konami	PSX
TBC	PlayStation 2	Sony	PSX
TBC	X Files	Sony	PSX
TBC	Perfect Dark	THE	N64
TBC	Pokemon Snap	THE	N64
TBC	Babylon 5	Activision	PC
TBC	Black & White	EA	PC
TBC	Freelancer	Microsoft	PC
TBC	GTA 2	Take Two	PC
TBC	Team Fortress 2	Sierra	PC
TBC	World Cup Rugby	Sierra	PC
TBC	Speed Devils	Sega	DC
TBC	Actua Soccer	Infogrames	DC
TBC	Baldur's Gate	Interplay	DC
TBC	Shenmue	Sega	DC
TBC	Wrestlemania 2000	THQ	DC
TBC	Pokémon Silver	Nintendo	GB
TBC	Pokémon Gold	Nintendo	GB

TO BE CONFIRMED

TBC	Actua Soccer 4	Infogrames	PSX
TBC	Alien Breed Conflict	Infogrames	PSX
TBC	Baldur's Gate	Interplay	PSX
TBC	Crash Bandicoot 4	Sony	PSX
TBC	Deadly Pursuit	Fox	PSX
TBC	Die Hard Trilogy 2	Fox	PSX
TBC	ECW Wrestling	Acclaim	PSX
TBC	Evil Dead	THQ	PSX
TBC	FIFA 2001	EA	PSX
TBC	GTA 3	Take Two	PSX
TBC	Jet X	Infogrames	PSX
TBC	Road Rash Unchained	EA	PSX
TBC	Spiderman	Activision	PSX
TBC	Theme Park World	EA	PSX
TBC	Tomb Raider 5	Eidos	PSX
TBC	UFC Fighting	Crave	PSX
TBC	WWF Smackdown	THQ	PSX
TBC	FIFA	EA	PS2
TBC	Final Fantasy 9	Sony	PS2
TBC	Gran Turismo 2000	Sony	PS2
TBC	PlayStation 2	Sony	PS2
TBC	Tekken Tag	Sony	PS2
TBC	Tomb Raider	Eidos	PS2
TBC	Turok	Acclaim	PS2
TBC	Wipeout	Sony	PS2
TBC	Alien Breed Conflict	Infogrames	PC
TBC	Babylon 5	Activision	PC
TBC	Black & White	EA	PC
TBC	Evil Dead	THQ	PC
TBC	F/A 18	EA	PC
TBC	Flight Combat	EA	PC
TBC	Freelancer	Microsoft	PC
TBC	GTA 3	Take Two	PC
TBC	Planescape Torment	Interplay	PC
TBC	Real Neverending Story	GTI	PC
TBC	Shogun	EA	PC
TBC	The Sims	EA	PC
TBC	Tomb Raider 5	Eidos	PC
TBC	Baldur's Gate	Interplay	DC
TBC	Big Bang	Project 2	DC
TBC	Crazy Taxi	Sega	DC
TBC	Croc	Fox	DC
TBC	Deadly Pursuit	Fox	DC
TBC	Planet of the Apes	Fox	DC
TBC	Shenmue	Sega	DC
TBC	Speed Devils	Ubisoft	DC
TBC	Take the Bullet	Sega	DC
TBC	Turok	Acclaim	DC
TBC	Wrestlemania 2000	THQ	DC
TBC	Zombie Revenge	Sega	DC
TBC	Pokémon Snap	Nintendo	GB

All release dates are correct at time of going to press but are liable to change at any time, especially the ones for later in the year.

CONNEXION!

If you've got a problem, or want to know when a game is coming out, who ya gonna call?

Acclaim
(0171) 344 5000
Moreau House, 112-120
Brompton Road,
Knightsbridge, London
SW3 1JJ

Activision
(01895) 456 700
Gemini House, 133 High
Street, Yiewsley,
West Drayton, Middlesex
UB7 7QL

Bullfrog
(01483) 579 399
The Mana House, Unit 1A,
Guildford Business Park,
Guildford, Surrey
GU2 5AG

Cendant
(0118) 920 9100
2 Beacontree Plaza,
Gilette Way, Reading
RG2 DBS

Codemasters
(01926) 814 132
Lower Farm House,
Stoneythorpe,
Southam, Warks
CV33 0DL

Core Design
(01332) 297 797
55 Ashbourne Road, Derby
DE22 3FS

Datel Electronics
(01785) 810 838
Stafford Road,
Stone, Staffs
ST15 0DG

Eidos Interactive
(0181) 636 3000
Wimbledon Bridge House
1 Hartfield Road,
Wimbledon, London
SW15 1PR

Electronic Arts
(01753) 549 442
90 Heron Drive,
Langley, Berks
SL3 8XP

Empire Interactive
(0181) 343 7337
The Spires, 677 High
Road, North Finchley,
London
N12 0DA

Gremlin Interactive
(0114) 263 9900
The Green House, 33
Bourdon Street, Sheffield
S1 4XA

GT Interactive
(0181) 222 9700
The Old Grammar, 248
Marylebone Road, London
NW1 6JT

Hot Gen Studios
(0181 288 3616)
Airport House
Purley Way, Croydon,
Surrey, CRO 0XZ

Infogrames
(0161) 827 8000
21 Castle Street,
Castlefield, Manchester
M3 4SW

Interplay
(01628) 423 666
Harleyford Manor
Harleyford, Marlow,
Bucks, SL7 2DX

Konami
(01895) 853 0000
Konami House, 54a
Cowley Mill Road,
Uxbridge, Middlesex

Maxis
(0171) 505 1500
Caledonia House, 223
Pentonville Road, London

Microsoft UK
(01734) 270 001
Microsoft Plaza, Winnersh
Triangle, Wokingham,
Berks, RG11 5TT

Mindscape
(01293) 651 300
Tilgate Forest Business
Park, Brighton Road,
Crawley, West sussex,
RH11 9BP

Nintendo Hotline
(01703) 652222

Infogrames
(0161) 827 8000
21 Castle Street,
Castlefield, Manchester
M3 4SW

Psygnosis
(0151) 282 3000
Napier Court, Wavertree
Technology Park, Liverpool
L13 1EH

Sega Europe
(0181) 995 3399
266-270 Gunnersby
Avenue, London, W4 5QB

Sony UK
(0171) 533 1400
PlayStation Careline
PO Box 2047, London
W1V 2LP

Take Two
(01753) 854 444
Hogarth House, 29-31
Sheet Street, Windsor,
Berks, SL4 1BY

Team 17
(01924) 267776
Longlands House,
Wakefield Road, Ossett,
West Yorkshire, WF5 9JS

Telstar Electronic Studios
(01932) 222 232
The Studio, 62-64 Bridge
Street, Walton-on-Thames,
Surrey KT12 1AP

THE Games
(01703) 653377
Parnham Drive
Boyatt Wood
Eastleigh
Hampshire

THQ International
(01483) 767 656
4 The Parade,
Epsom, Surrey
KT18 5DH

Ubi Soft
(0181) 944 9000
Vantage House,
1 Weir Road,
Wimbledon, London
SW19 8UX

Virgin Interactive Entertainment
(0171) 551 4222
2 Kensington
Square, London
W8 5RB

CHARTS

WHO'S BUYING WHAT ALL AROUND THE WORLD

THE UK TOP 10

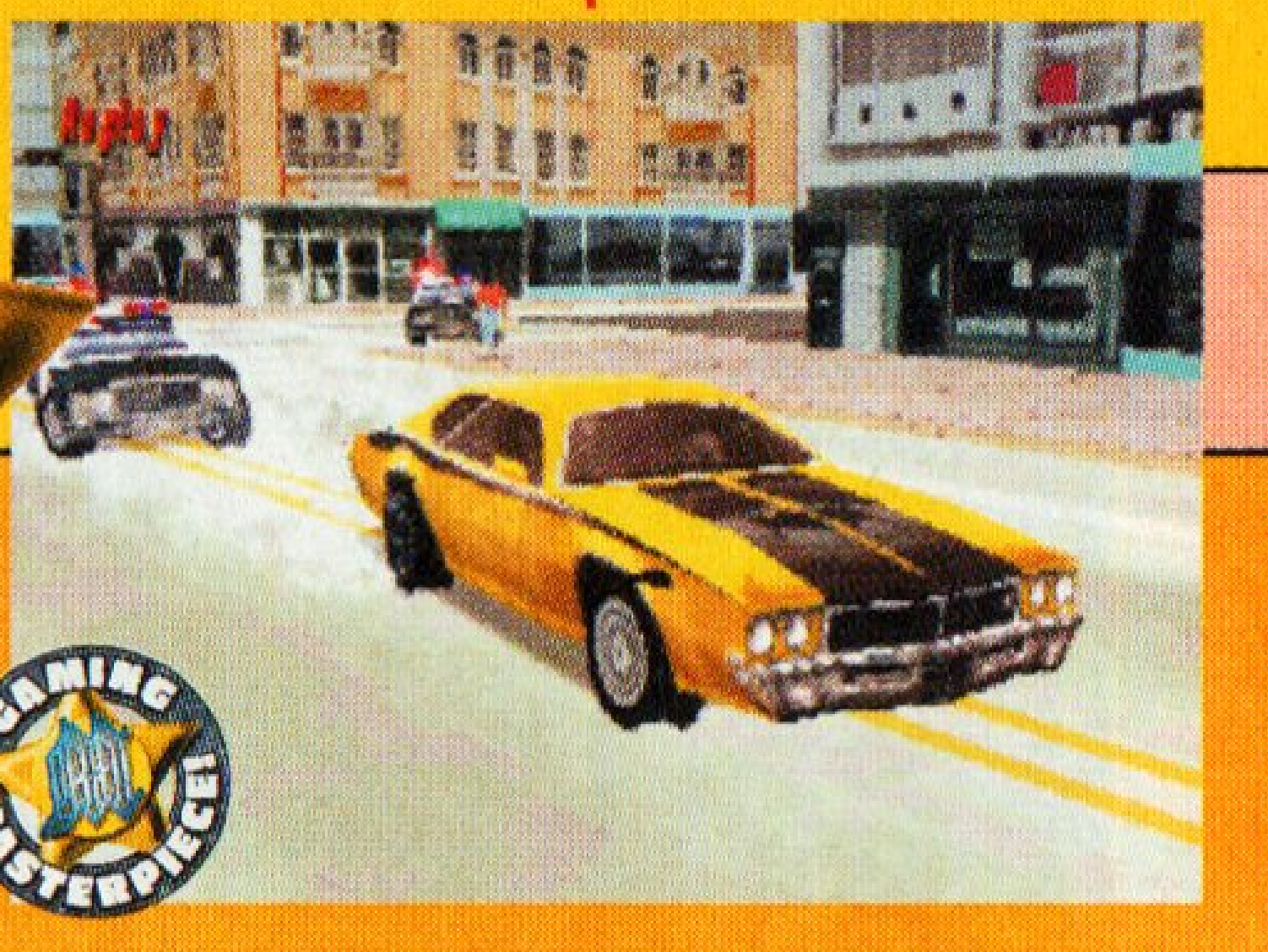
NUMBER 1

SW: Phantom Menace

FORMAT	PRiCE: £35 FROM: ACTiViSION	GM VERDiCT
PlayStation		75%

You just can't keep a good game down and this Star Wars spin off is proving quite resilient as well. *The Phantom Menace* returns to the top ten with the release of the PSX version. Even though it's months since all the hullabaloo died down gamers still can't get enough of the Jedi Action. Take your sabre and slice your way through a world of droids as you re-enact the movie scene by scene. Sadly no 'Kill Jar Jar Slowly' sub-game.

NUMBER 2



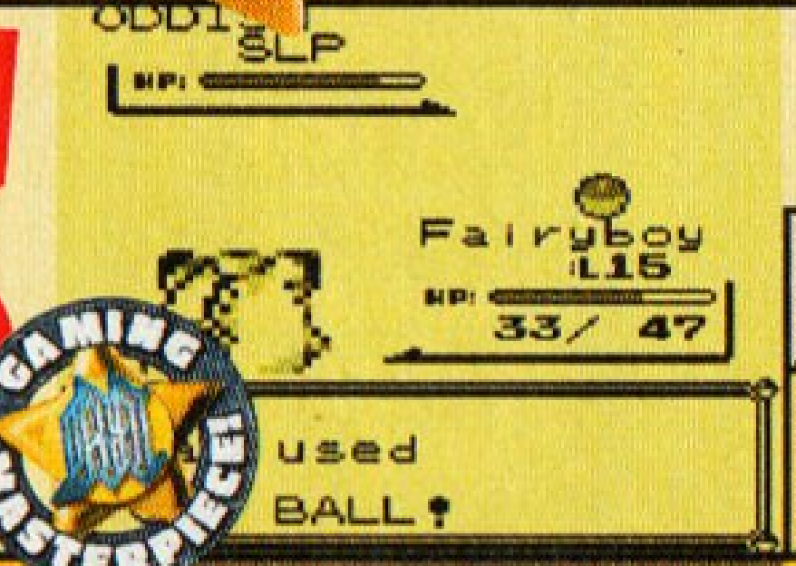
GAMING MASTERPIECE!

Driver

FORMAT	PRiCE: £35 FROM: ACCLAiM	GM VERDiCT
PlayStation		95%

Driver was slipping down the charts after topping them earlier this year, but has burst over the central reservation and pulled a dramatic U-turn to claim second place this month. Brimming with attitude and high octane action, this has proved to be the most innovative and popular of the plethora of driving sims released this year. As an undercover agent you must bring down the local gangsters by driving really badly and scaring pedestrians.

3



GAMING MASTERPIECE!

Pokémon Red

FORMAT	PRiCE: £25 FROM: NiNTENDO	GM VERDiCT
GAME BOY		94%

They might be a bit embarrassed but they're shifting a few copies.

4

GAMING MASTERPIECE!

Pokémon Blue

FORMAT	PRiCE: £25 FROM: NiNTENDO	GM VERDiCT
GAME BOY		94%

They might be a bit depressed but they're shifting a fair few copies.

5

GAMING MASTERPIECE!

Tony Hawk's...

FORMAT	PRiCE: £40 FROM: ACTiViSiON	GM VERDiCT
N64		90%

Look, he's on a skateboard, watch him roll with it.

6

GAMING MASTERPIECE!

Tiberian Sun

FORMAT	PRiCE: £35 FROM: WESTWOOD	GM VERDiCT
PC		93%

First you command, then you conquer, then you conga!

7

GAMING MASTERPIECE!

South Park

FORMAT	PRiCE: £35 FROM: ACCLAIM	GM VERDiCT
PlayStation		90%

Gaming with attitude from the Boyz In Da Hoods.

8

GAMING MASTERPIECE!

Soul Reaver

FORMAT	PRiCE: £40 FROM: EIDOS	GM VERDiCT
PlayStation		95%

You prod people with sharp pointy sticks and never die. Wicked!

9

GAMING MASTERPIECE!

Tekken 3

FORMAT	PRiCE: £20 FROM: PLATINUM	GM VERDiCT
PlayStation		95%

Tekken 3 in a nutshell – "Help me, I'm in nutshell. I can't breath."

10

GAMING MASTERPIECE!

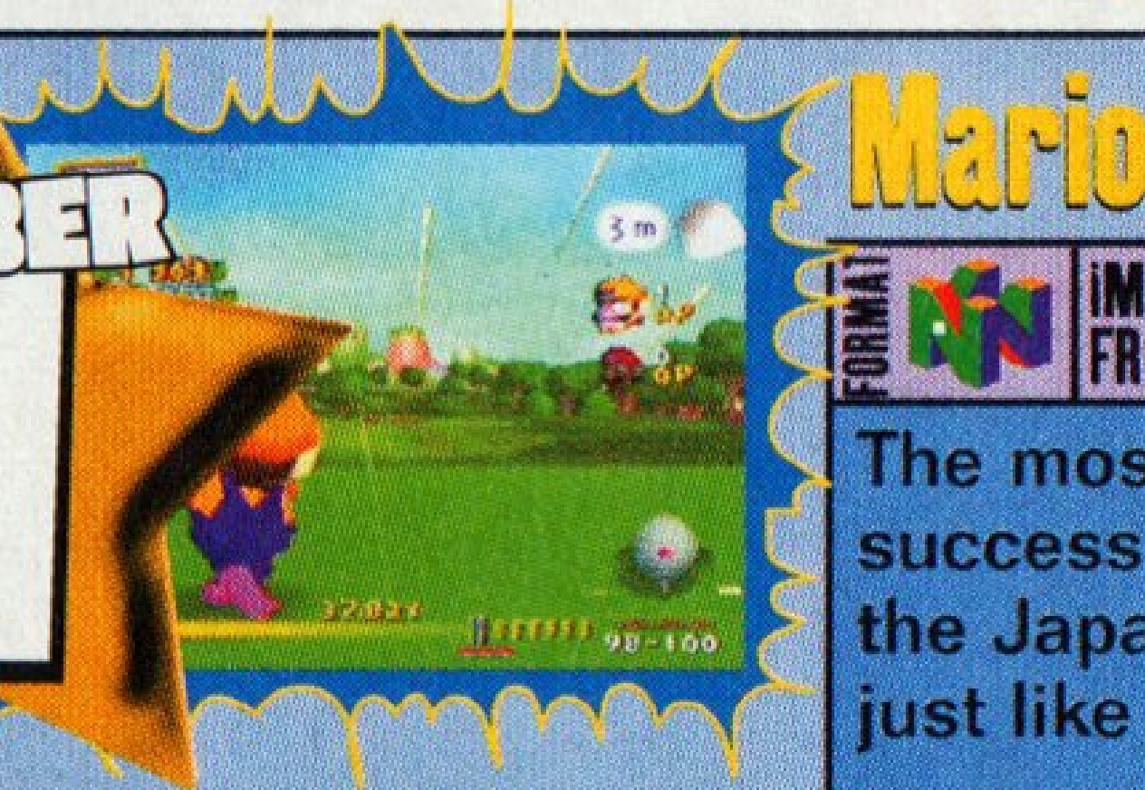
Colin McRae Rally

FORMAT	PRiCE: £20 FROM: PLATINUM	GM VERDiCT
PlayStation		90%

Yes, it's the the Rebel Mc, tough like a ninja, stinging like a bee.

Japan TOP 10

NUMBER 1



Mario Golf

FORMAT	iMP PRiCE: £40 FROM: NINTENDO	GM VERDiCT
N64		87%

The most fail-safe combination for success since the London Boys – the Japanese, golf and Mario. It's just like printing money.

NUMBER 2

GAMING MASTERPIECE!

Beat Mania 4th Mix

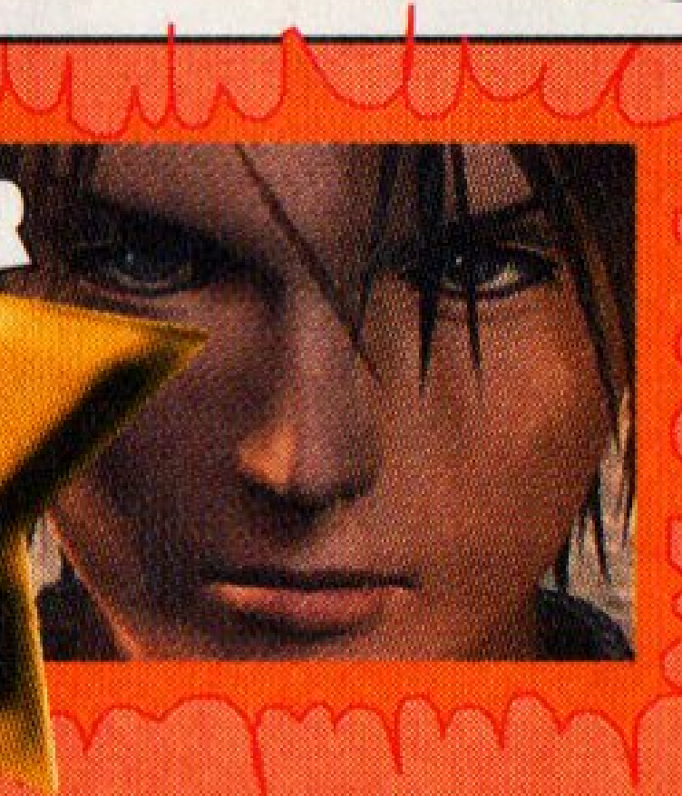
FORMAT	iMP PRiCE: £40 FROM: KONAMi	GM VERDiCT
PlayStation		N/A

Yo, DJ spin that wheel. More musical high jinks from the home of the odd-ball game. The original mix should be with us pretty soon.

3	PSX World Soccer	4	PSX Front Mission
5	PC Marjan II	6	PSX Violent Wind
7	N64 Super Smash Bros	8	N64 Pokémon Stadium 2
9	PC Classic Shanghai	10	N64 Ogre Battle

US TOP 10

NUMBER 1

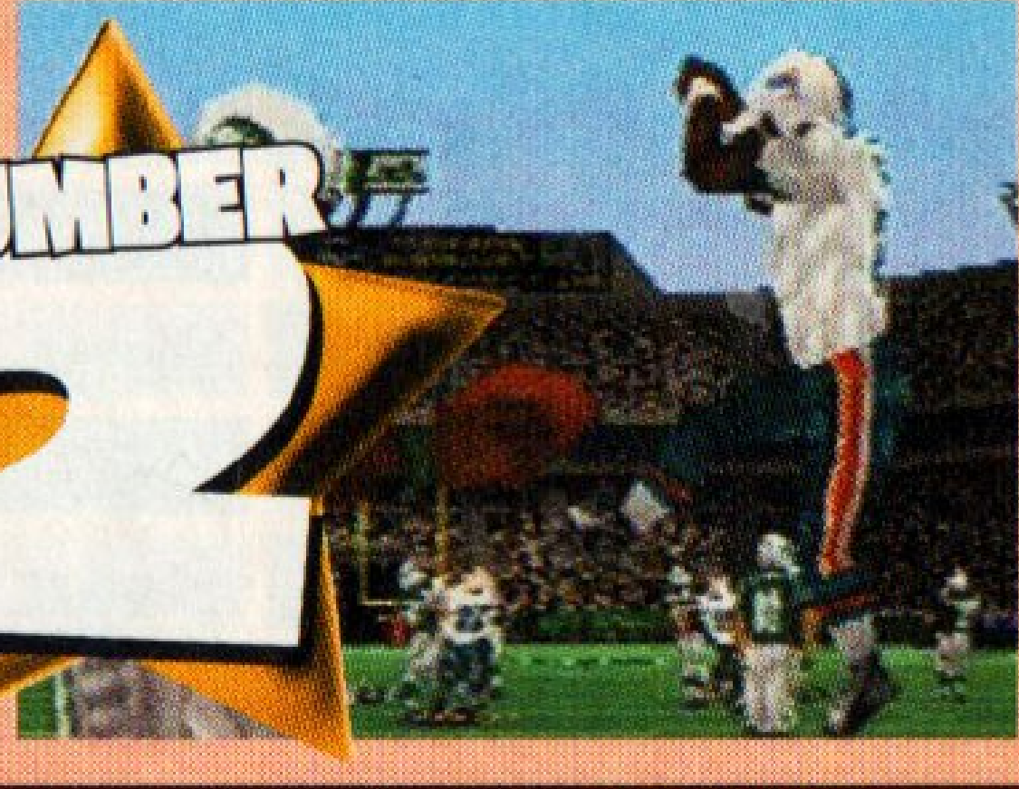


Final Fantasy 8

FORMAT	PRiCE: £40 FROM: GTi	GM VERDiCT
PlayStation		97%

The best game ever made? Well they seemed to think it's a bit tasty across the Atlantic. It's only 3% away from being perfect.

NUMBER 2



Madden NFL 2000

FORMAT	PRiCE: £40 FROM: EA	GM VERDiCT
N64		N/A

The start of the 'football' season in America sees our helmeted US cousins run to the shops with gay abandon for the Millennium Madden experience.

3	DC NFL2K	4	PSX Phantom Menace
5	DC Sonic Adventure	6	DC Soul Calibur
7	DC Ready 2 Rumble	8	GBC Pokémon Blue
9	GBC Pokémon Red	10	GBC Pokémon Pinball

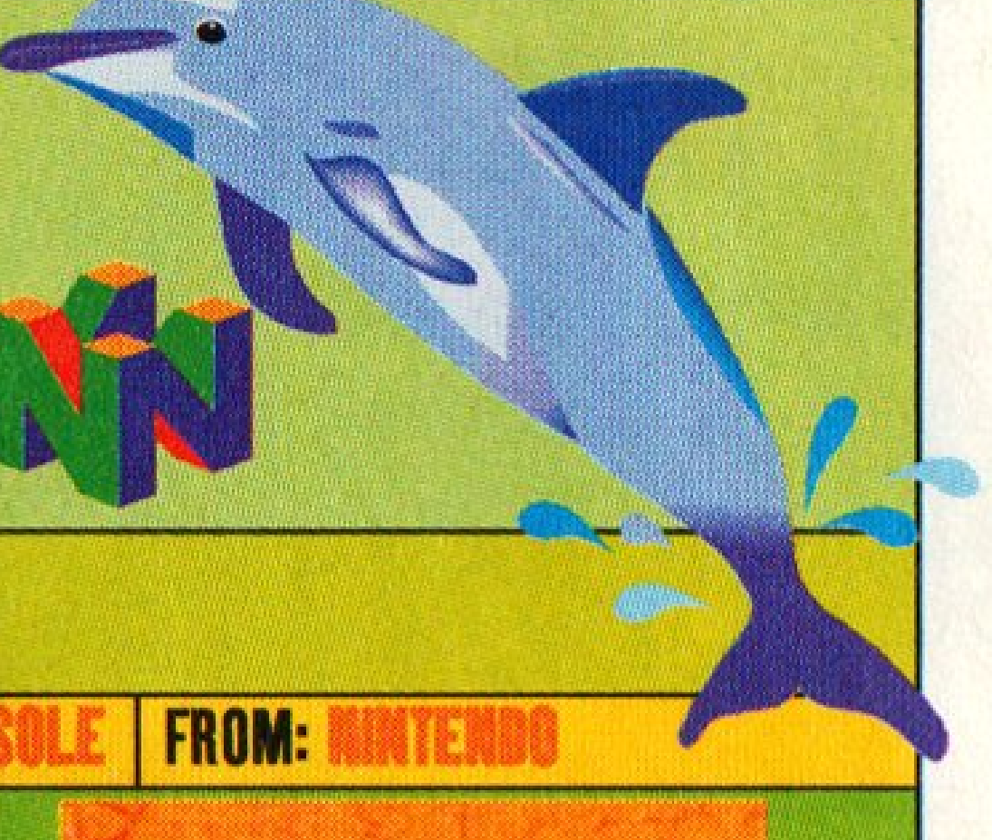
Readers MOST WANTED

NUMBER 1

PlayStation 2

FORMAT: NU CONSOLE | FROM: SONY

2



Dolphin

FORMAT: NU CONSOLE | FROM: NINTENDO

3

Tomb Raider 4

FORMAT: PSX | FROM: EIDOS

4

Perfect Dark

FORMAT: N64 | FROM: RARE

5

Shenmue

FORMAT: DC | FROM: SEGA

6	PSX Gran Turismo
7	PC Quake 3
8	PSX iSS Evolution
9	Pokémon Silver/Gold
10	PSX FiFA 2000

HOW TO VOTE

Updated monthly! Send us YOUR three desires right now, smartest suggestion wins a game! (Let us know what machine you own.)

Most Wanted, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

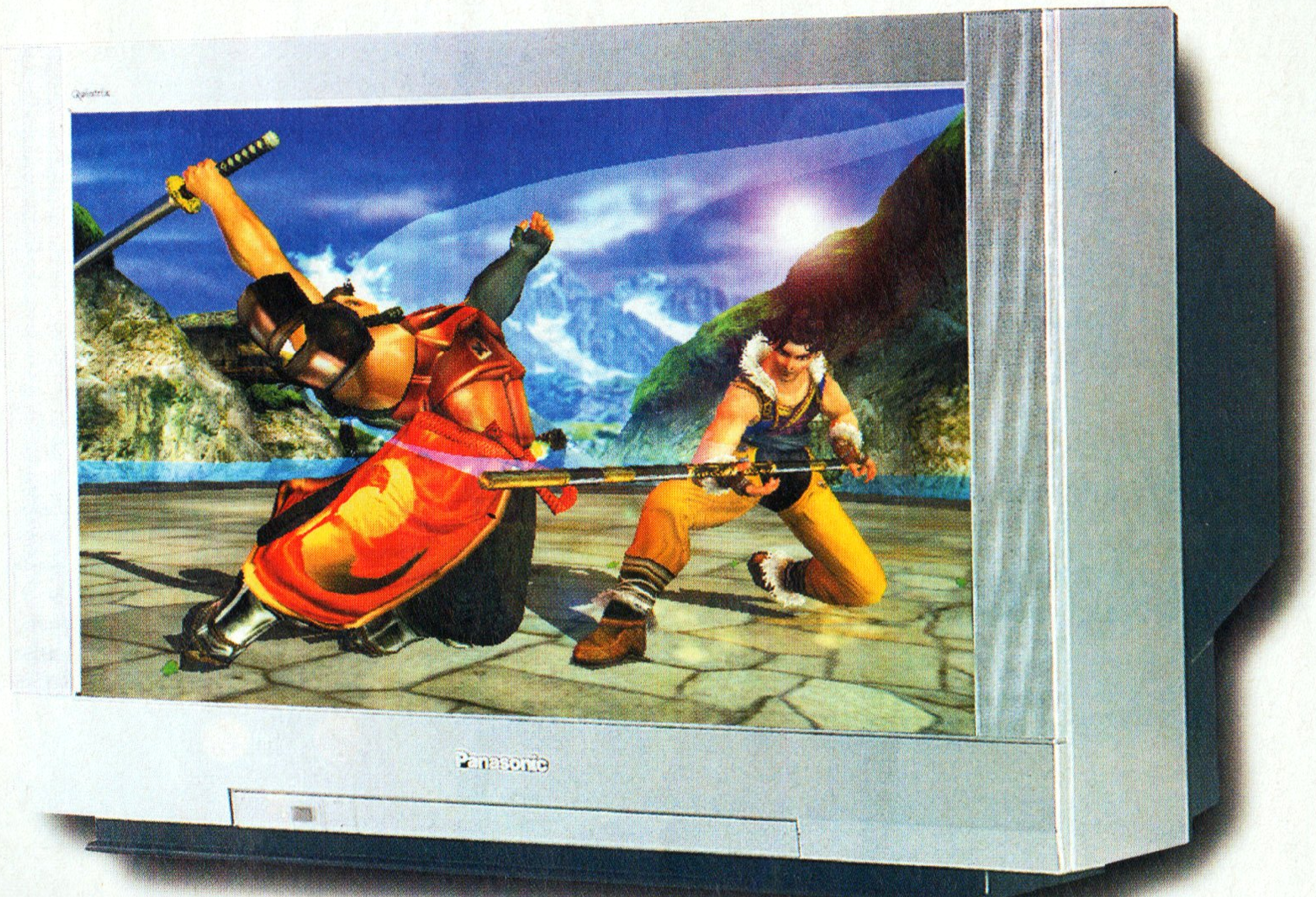
OBSCURE FACTS

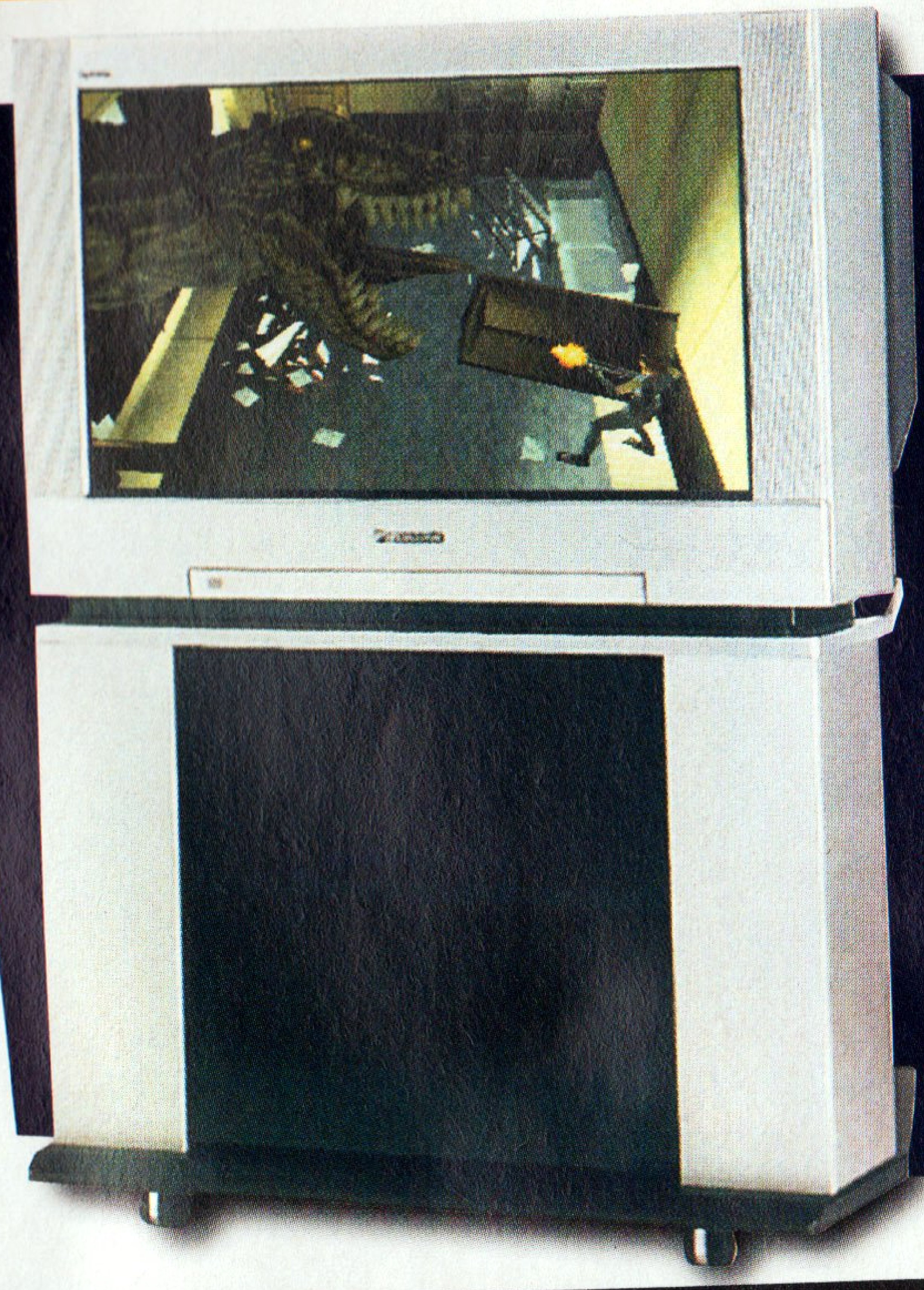
Pokémon is the fastest selling Game Boy title in the UK ever – selling 25,000 copies in its first weekend. This was to be expected as *Pokémon* has already sold 18 million games cartridges worldwide.

WIN THE COOLEST TELLY EVER CREATED!

IT'S GOT A STRANGE NAME BUT THE T[TAU] IS THE BEST PIECE OF KIT WE'VE SEEN FOR AGES. AND, THANKS TO PANASONIC, YOU CAN WIN ONE!

Here at GamesMaster we only use the best. The best stationery, the best shampoos... and the best tellys too. Which is why we've got one of these corkin' T[tau] TX28PK1 TV sets in our office. In fact, so impressed were we by it, that we got in touch with those lovely folk at Panasonic who have agreed to give one away to a lucky GamesMaster reader! Not only is it top for playing games on, it'll deliver the best TV picture and sound to all your home entertainment! And if that's not enough, it looks cooler than a daiquiri at Ice Station Zebra!





The T[tau] combines a flat screen with the latest in digital technology to produce a virtually perfect TV! When it comes to crystal clear, millpond-flat, widescreen videogaming, team GM wouldn't be seen dead using anything else! It's the TV choice of the true technology fan. Check out the features on this mutha!

- **28 inch widescreen**
- **Totally flat screen**
- **Nicam stereo sound**
- **Panasonic's Acoustic Feedback (AFB) Dome speaker system**

For more information see Panasonic's website: **www.panasonic.co.uk/tau**

WHAT YOU'VE GOT TO DO...

Look at the size of that! Here's your chance to get a hold of 28 whole inches of the latest in televisual technology! To be in with a chance of winning, we want to know what your ideal TV show would be to watch on this stonkin' set. Pitch us an idea for the best TV programme ever! What would the programme be about? Who would be in it? What would they be doing?! You can send us drawings, scripts, whatever you want! Just be totally creative and as imaginative as possible...

Send in your entries to:
Big Competition #88,
GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW

[tau]
FLAT
DIGITAL

RULES:

- Closing date for entries is MONDAY 29 NOVEMBER.
- The competition is not open to employees of Future Publishing or Panasonic, their families or friends.
- The judges' decision is final, so don't even think about whinging.
- Winners will be unveiled in GM's FEBRUARY issue out on FRIDAY 28 JANUARY.

'R U GAME
4 IT
2NITE?'

d:-)

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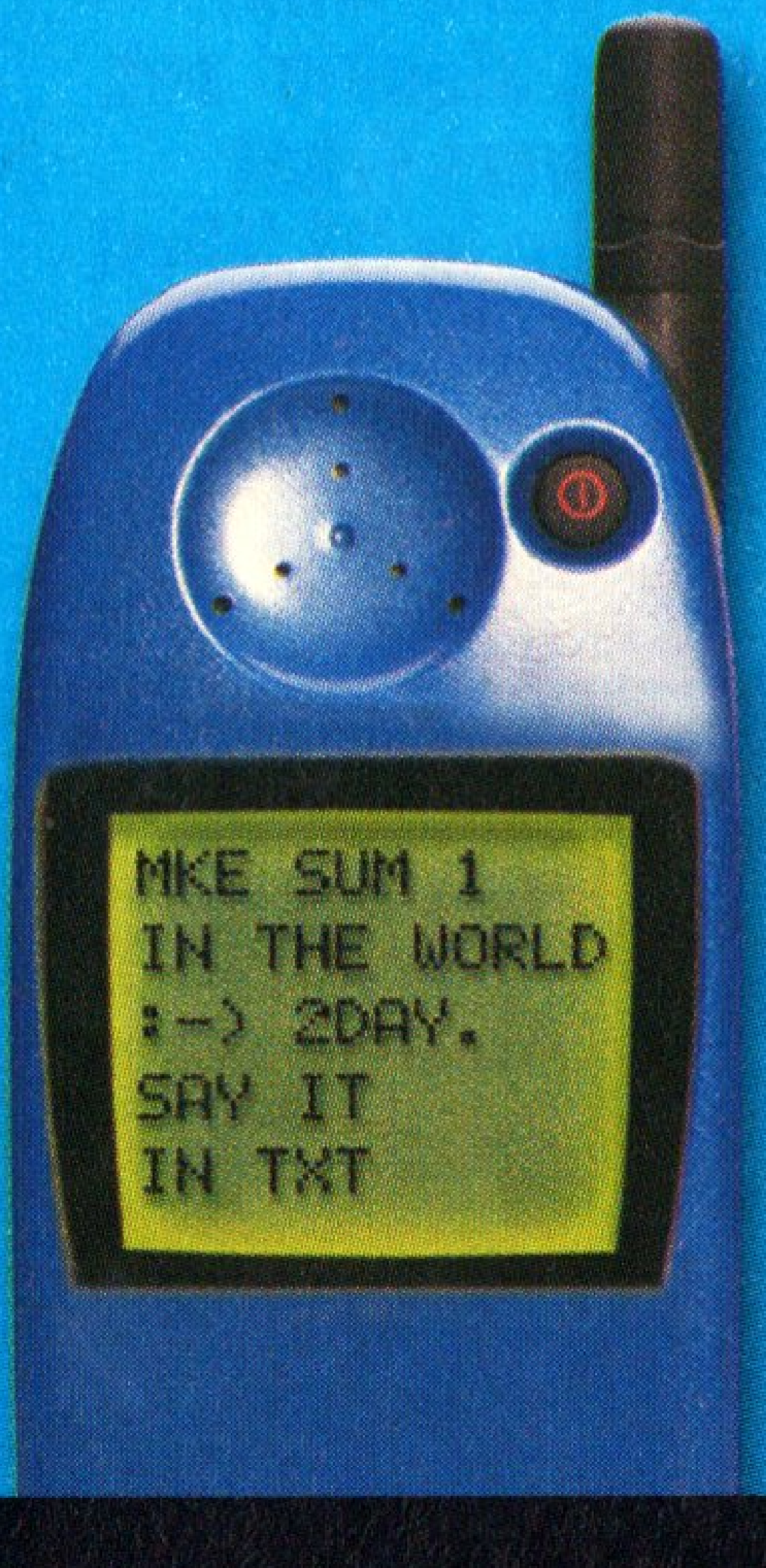
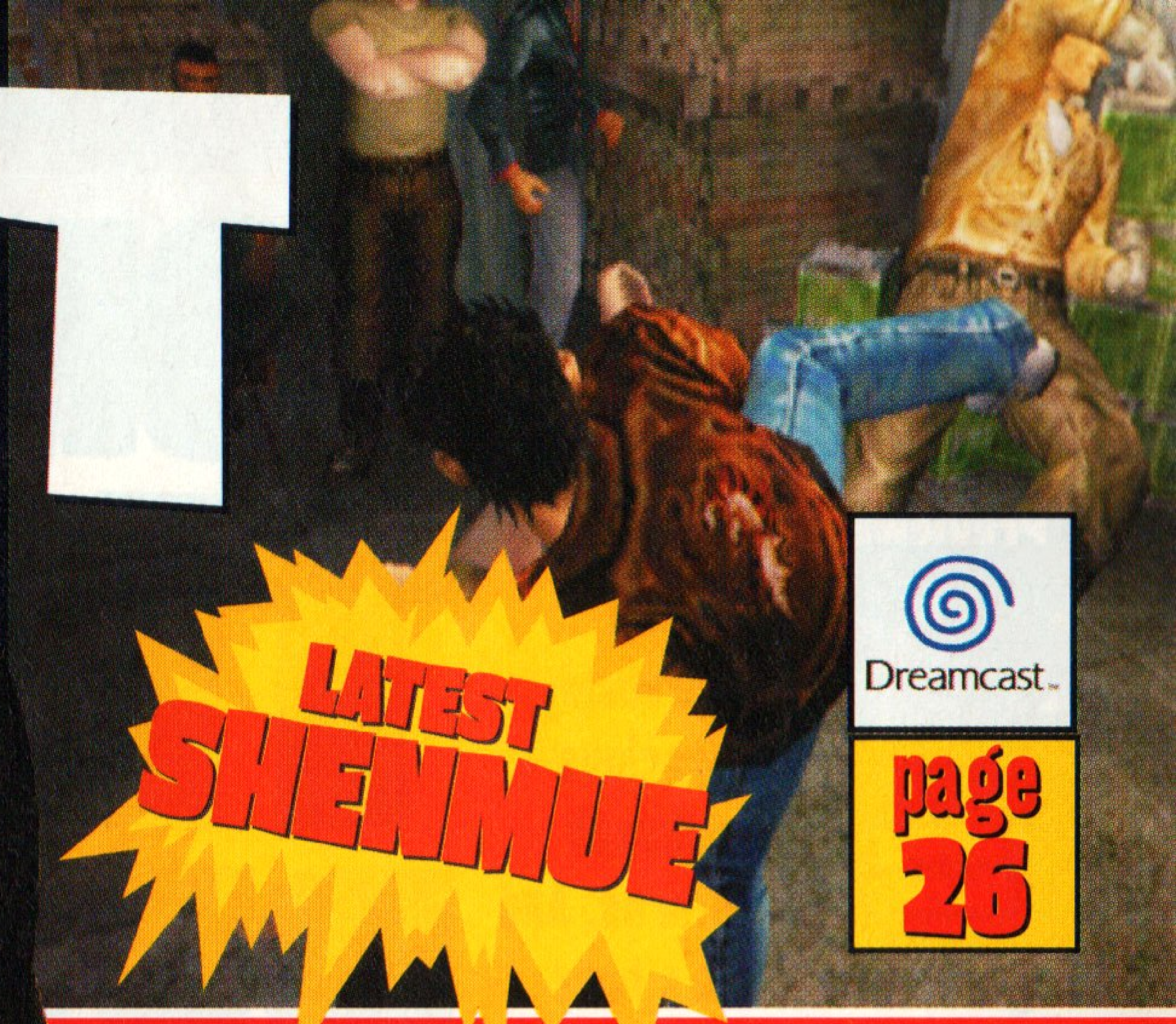


**When you really have something to say-
say it in text**

the ✉ is vodafone

ATTRACT MOD



WE PL LL THE P YOU UP TO DATE!

Tomb Raider: The Last Revelation (PSX)......22
Shenmue (DC) 26
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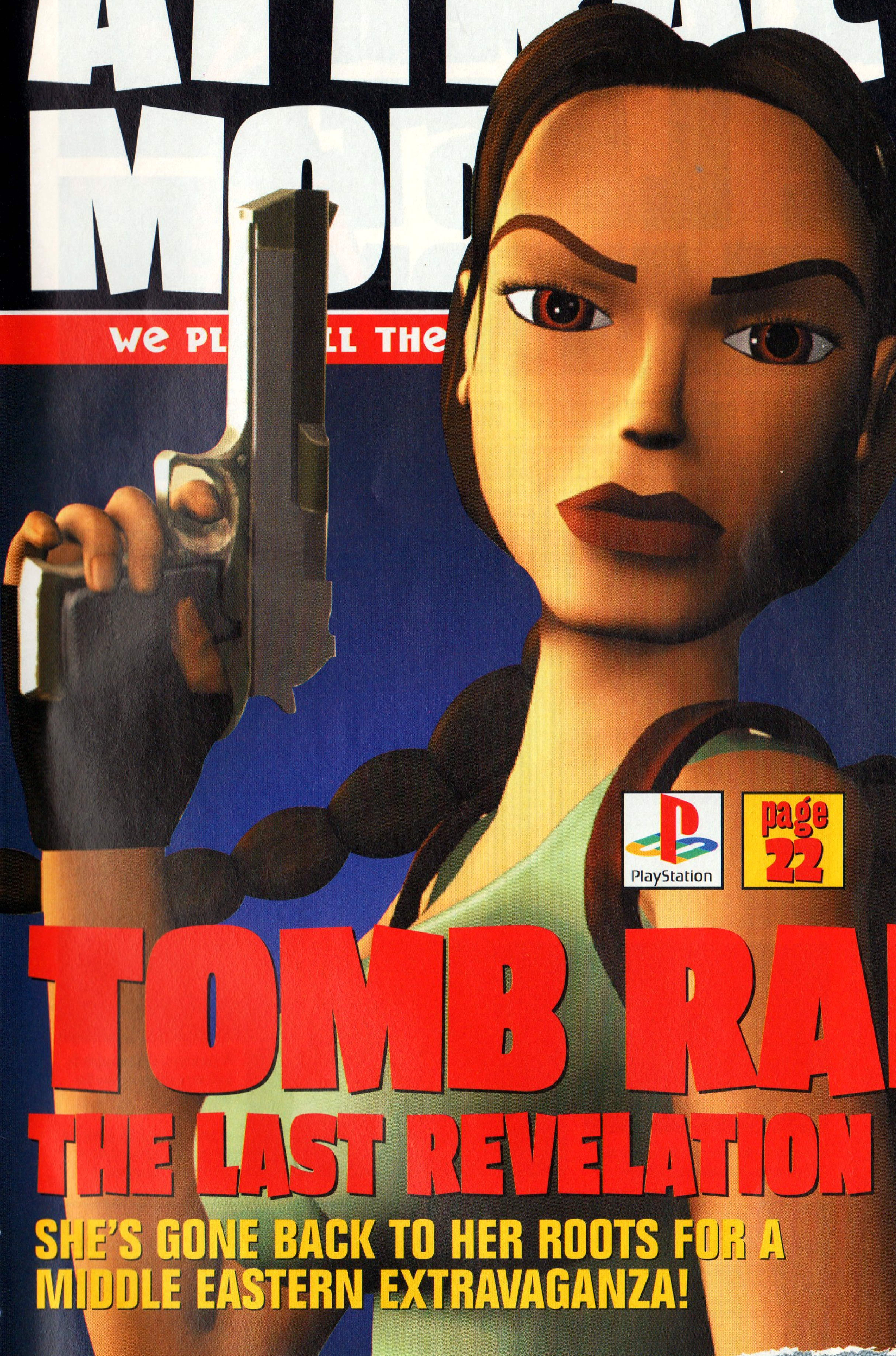


TOMB RAIDER: THE LAST REVELATION

SHE'S GONE BACK TO HER ROOTS FOR A MIDDLE EASTERN EXTRAVAGANZA!

WATCH OUT FOR FIRST IMPRESSIONS

WE'VE PLAYED ALL THE NEWEST GAMES AND CAN TELL YOU JUST HOW THEY'RE SHAPING UP.

FIFA 2000

FOOTBALL FANTASIA!

p30

WU TANG CLAN

THE WU COMES TO YOU!

p32

THEME PARK WORLD

HI RISE HURLING!

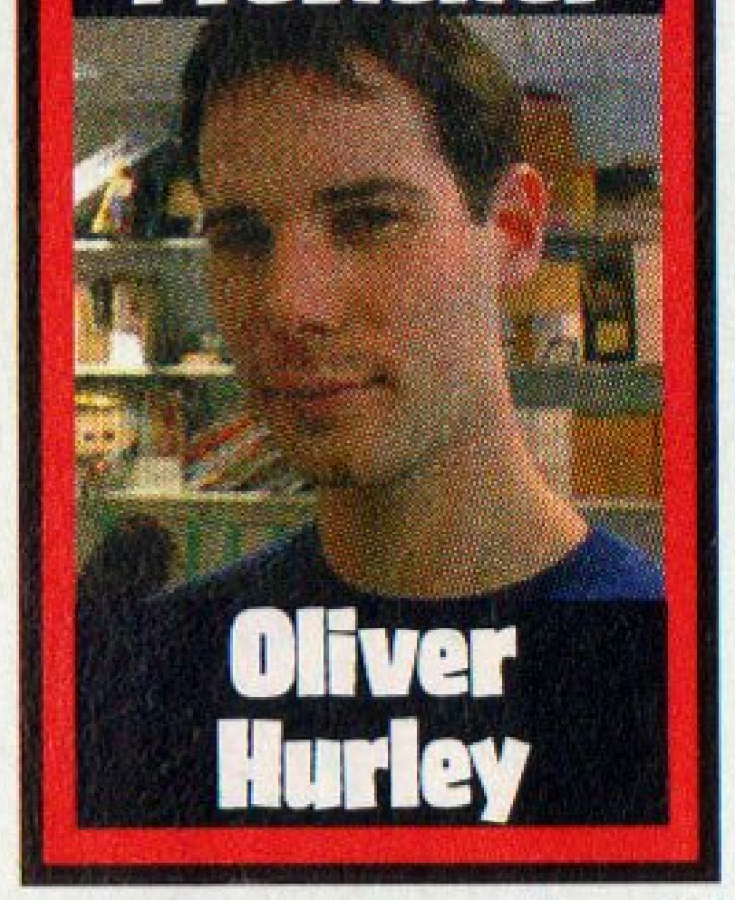
p40

ARCADE DRAMA! INSIDE THE NEON PALACE: PAGE 46

DATA ▶ FORMAT PREVIEWED: PLAYSTATION PRICE: £TBC OUT: NOVEMBER

PlayStation

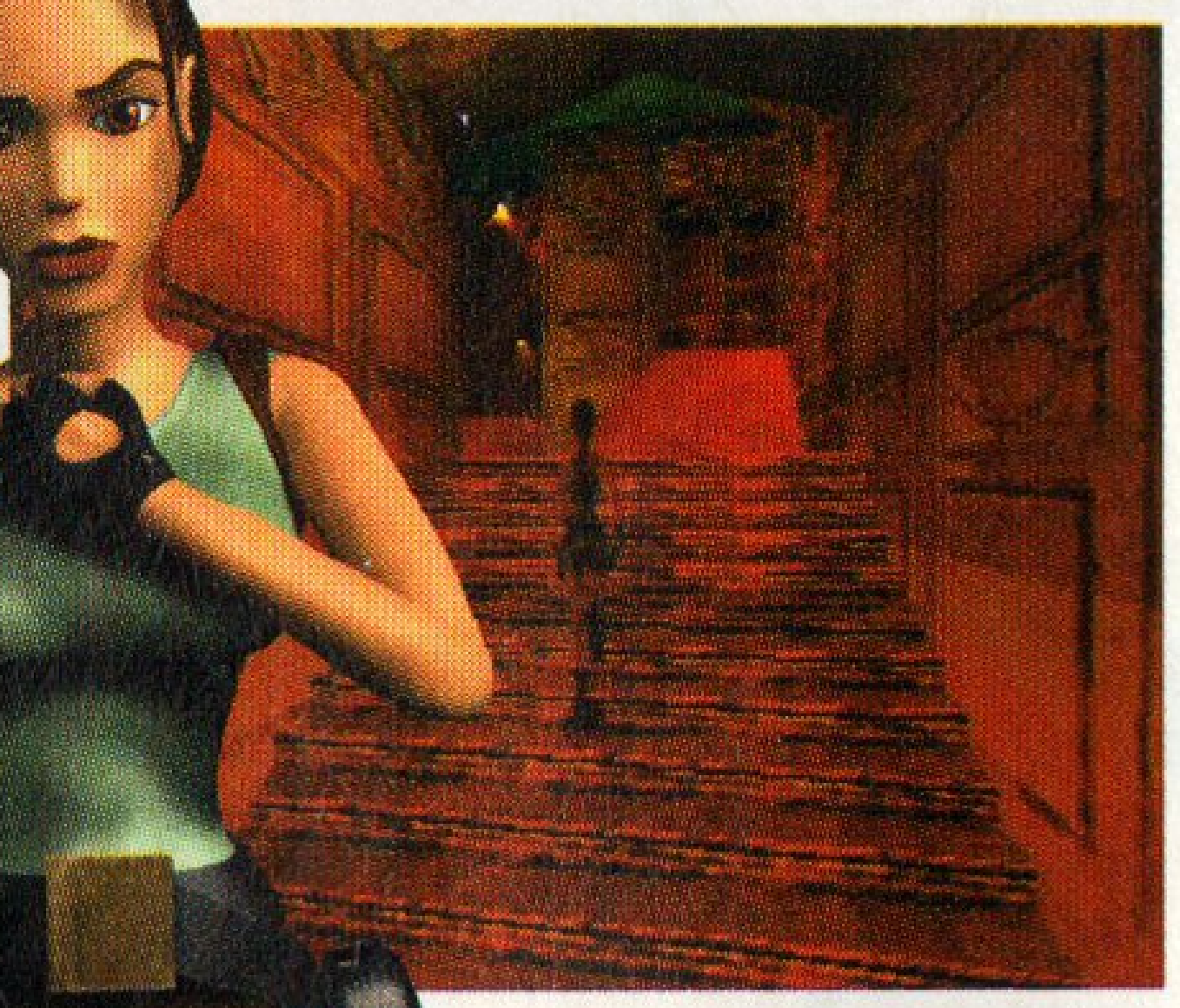
Previewer

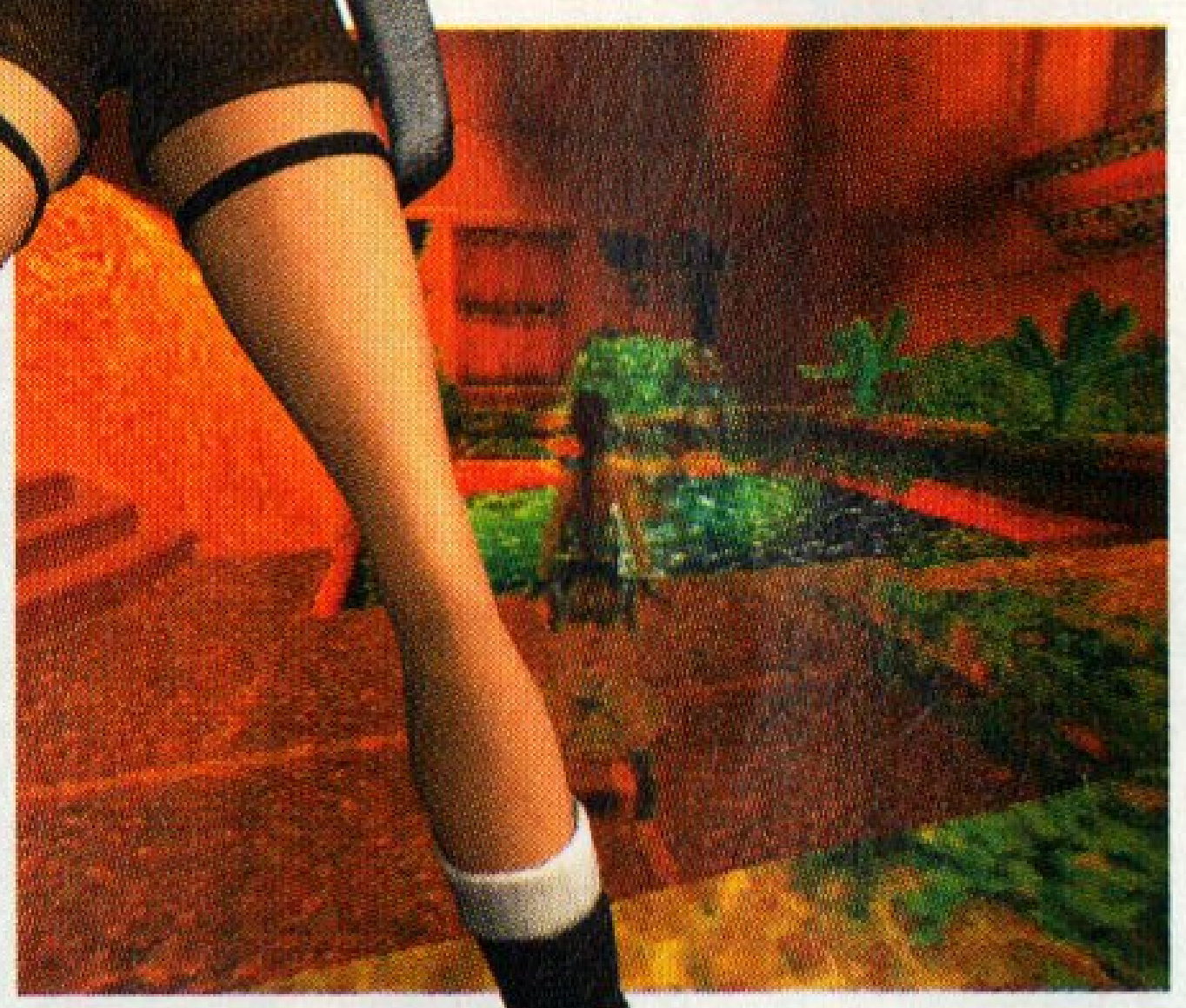


Oliver Hurley

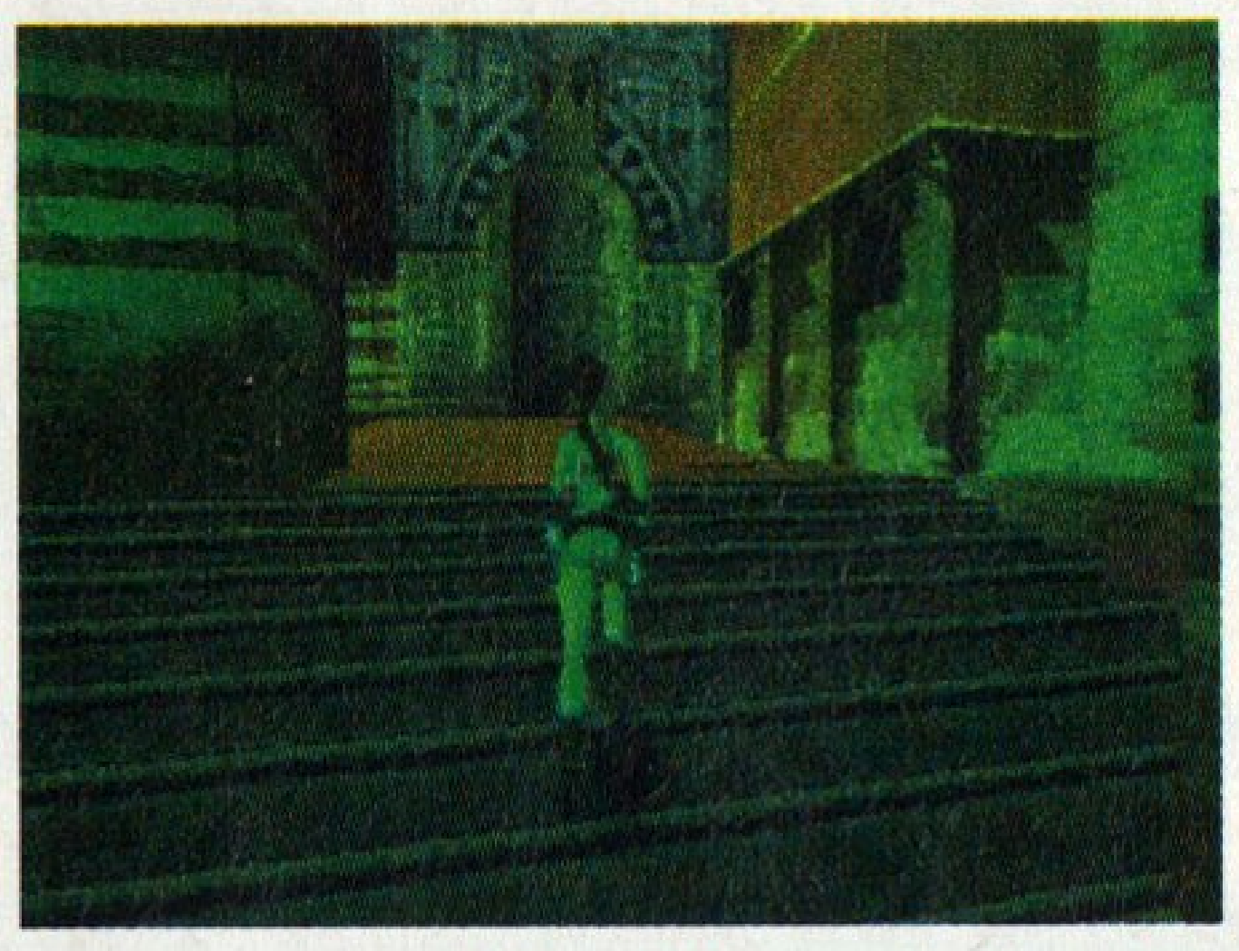
The cyber chick with the improbably small top and improbably capacious rucksack returns. And guess what? She's busy rooting through those old burial chambers again...

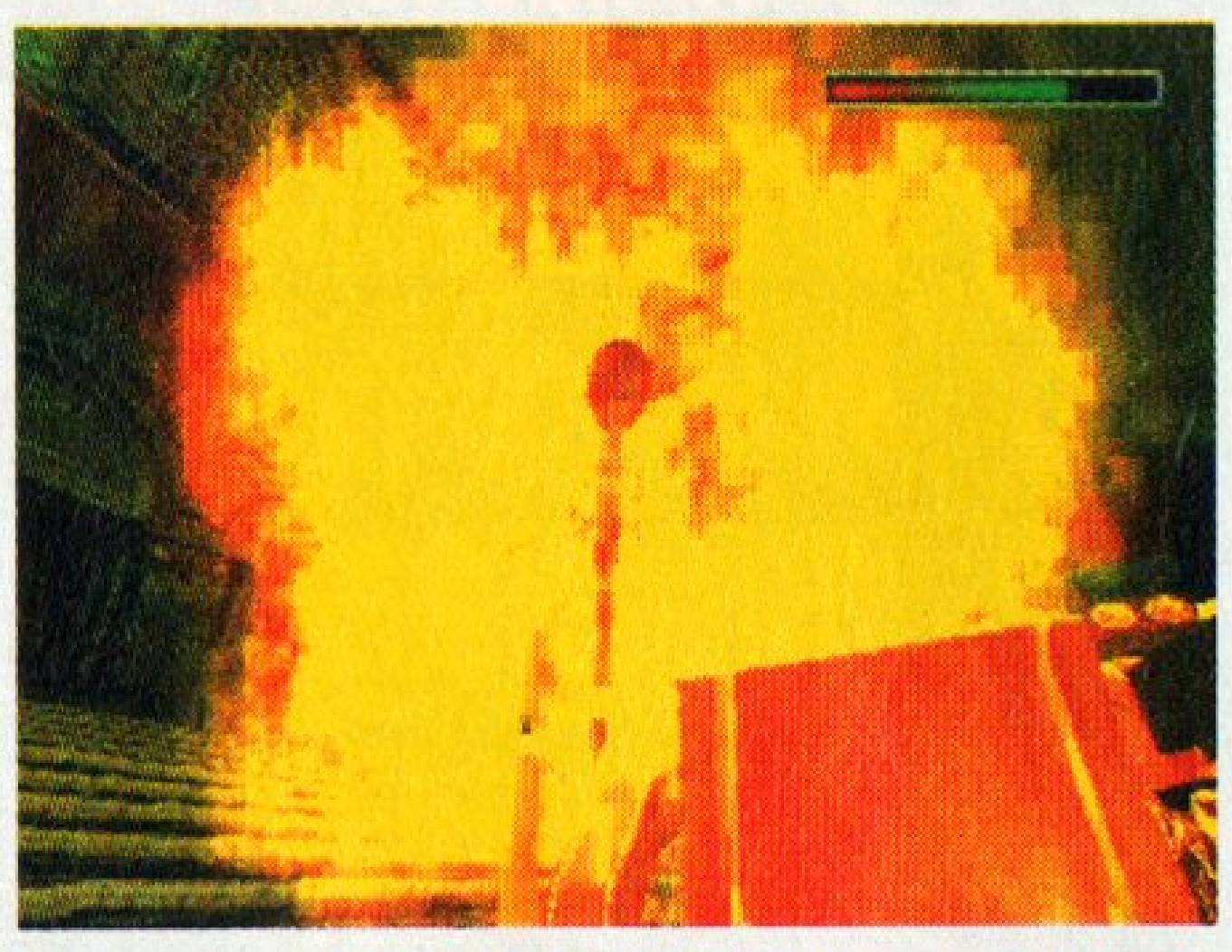
TOMB RAIDER: THE LAST REVELATION





NEW GAME! ▪ FIRST SHOTS! ▪ NEW GAME! ▪ FIRST SHOTS! ▪ NEW GAME! ▪ FIRST SHOTS!





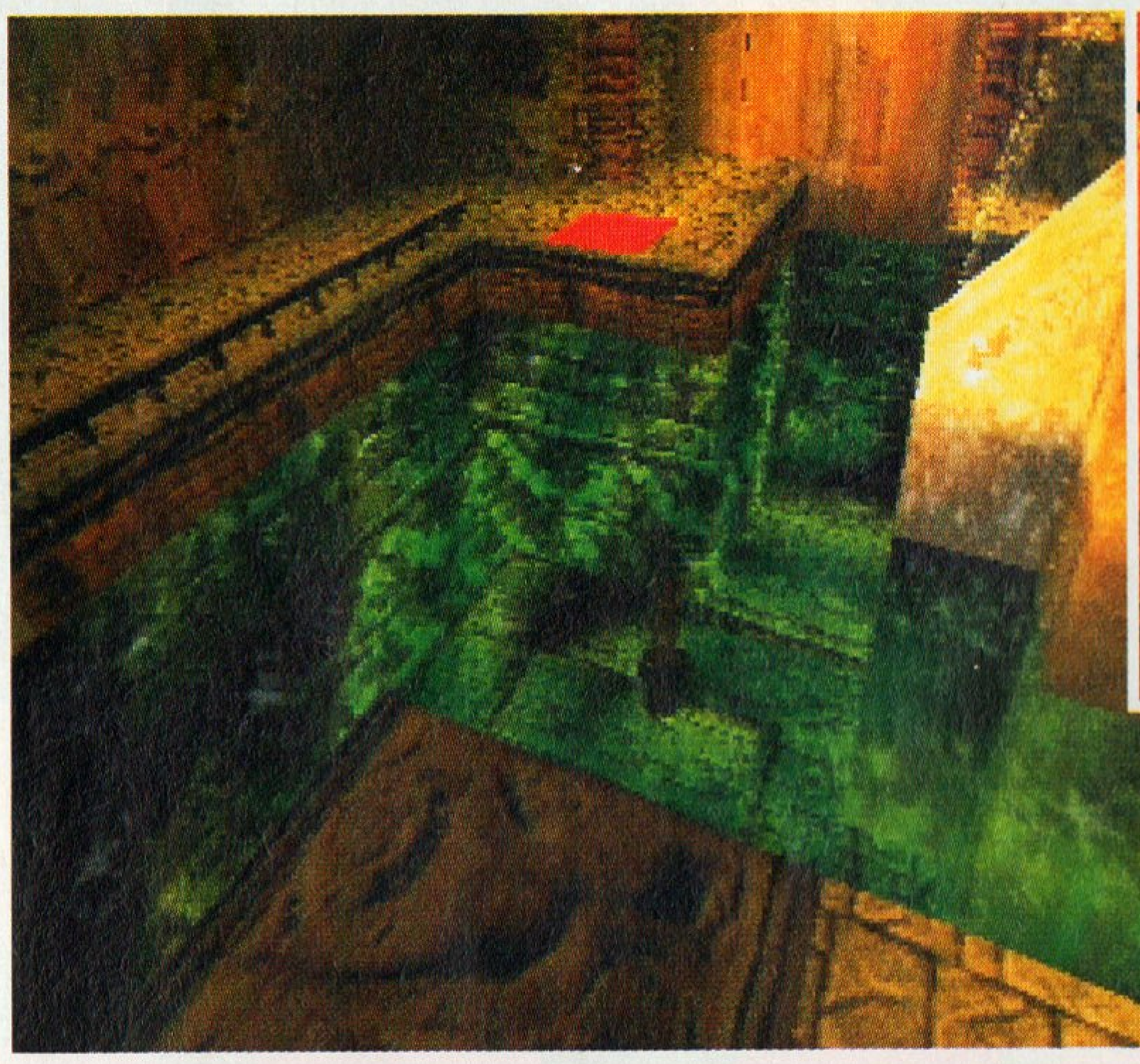
After the globe-trotting frolics of *Tomb Raider 3*, *The Last Revelation* sees Lara returning to her roots – raiding ancient Egyptian tombs. But will this back-to-basics ethos mean that *TLR* will boil down to the essentials that made the first *Tomb Raiders* so great in the first place, or is it just an excuse for not producing anything revolutionary or new?

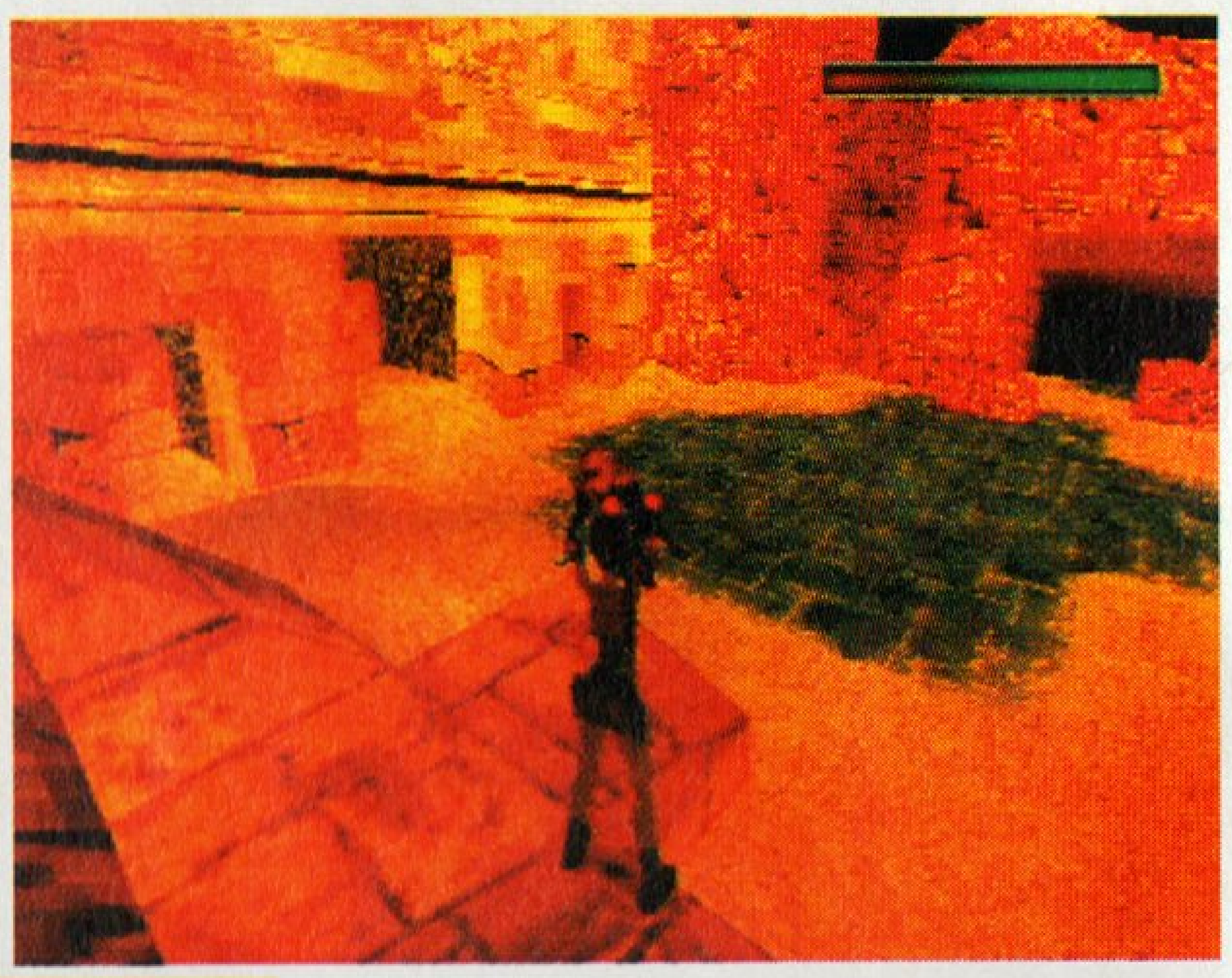
Core have come up with a variety of tweaks and adjustments but the most significant point is that, although this *is* split into levels, they all flow seamlessly into one another. Loading times are a thing of the past with FMV sequences effortlessly blending in with the gameplay. Cripes!

There is also a much better menu system, which allows you to combine weapons with accessories such as a laser sight, and a greater emphasis on puzzle solving. If you're one of the few who didn't like the previous *Tomb Raiders*, *The Last Revelation* isn't radically different. But for the rest of us, this is shaping up a treat.

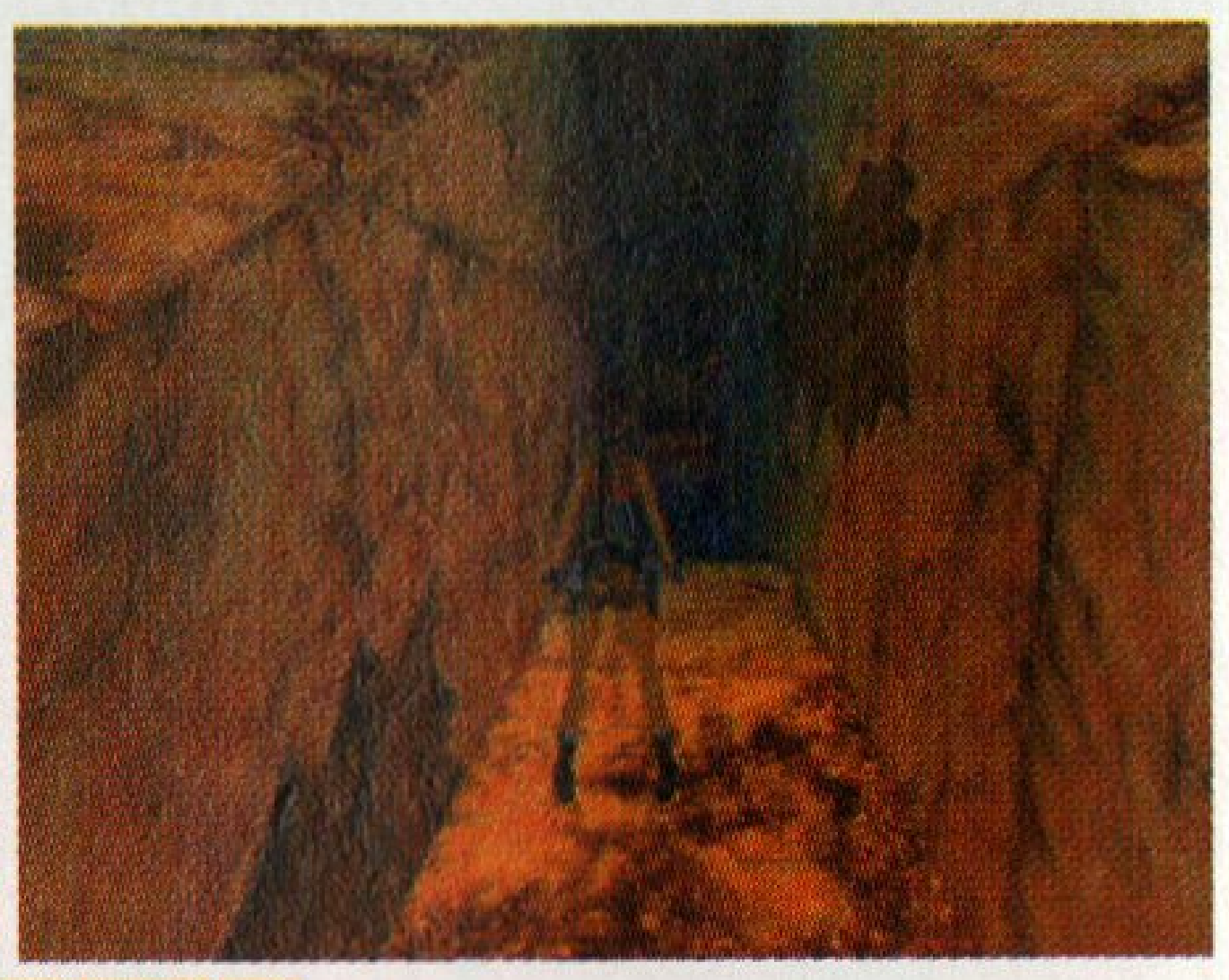
LEVELLED OUT!

Despite the game's single setting, *TLR* manages to incorporate loads of contrasting levels. Just take a look at this little lot and then try telling us you're not excited!

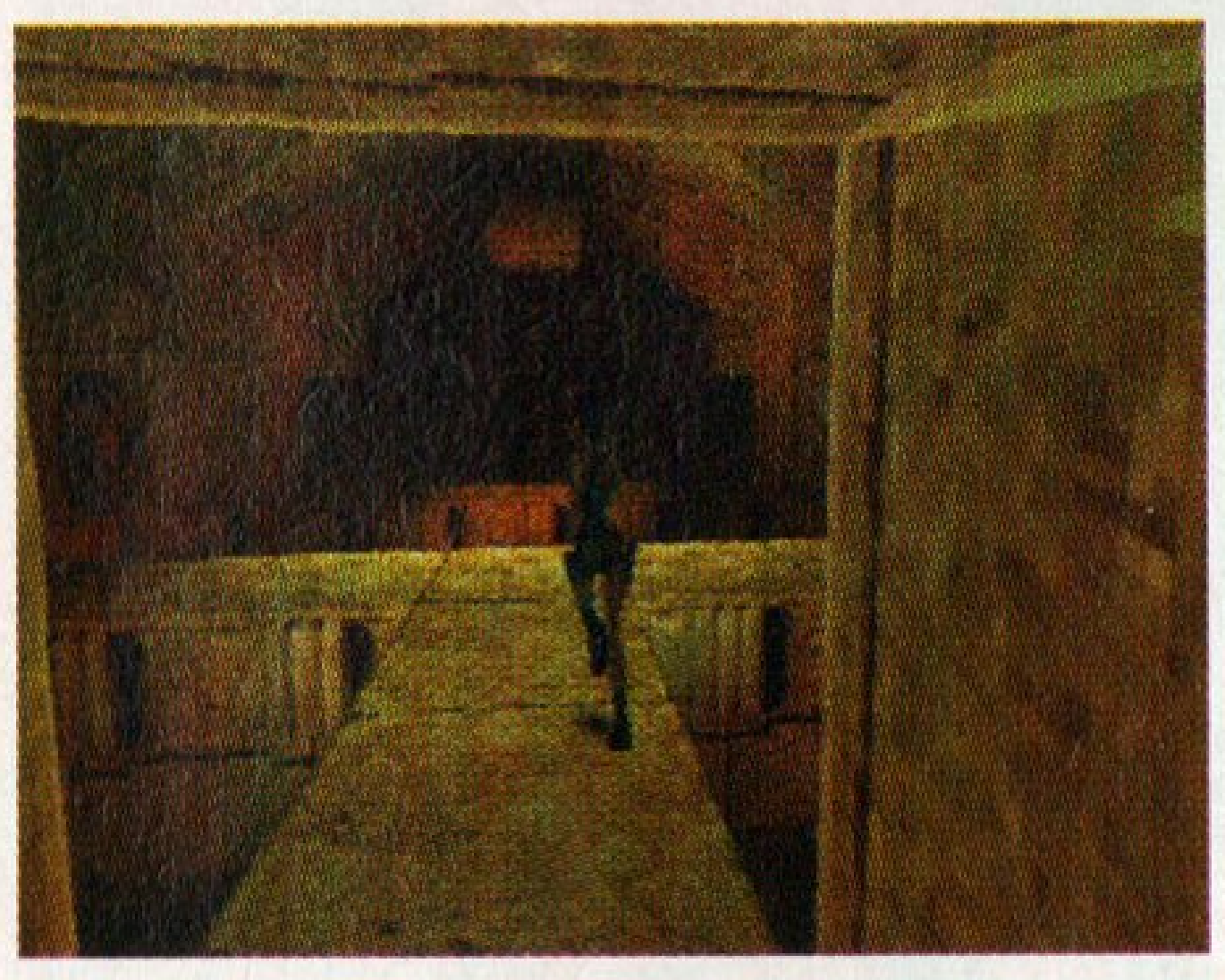




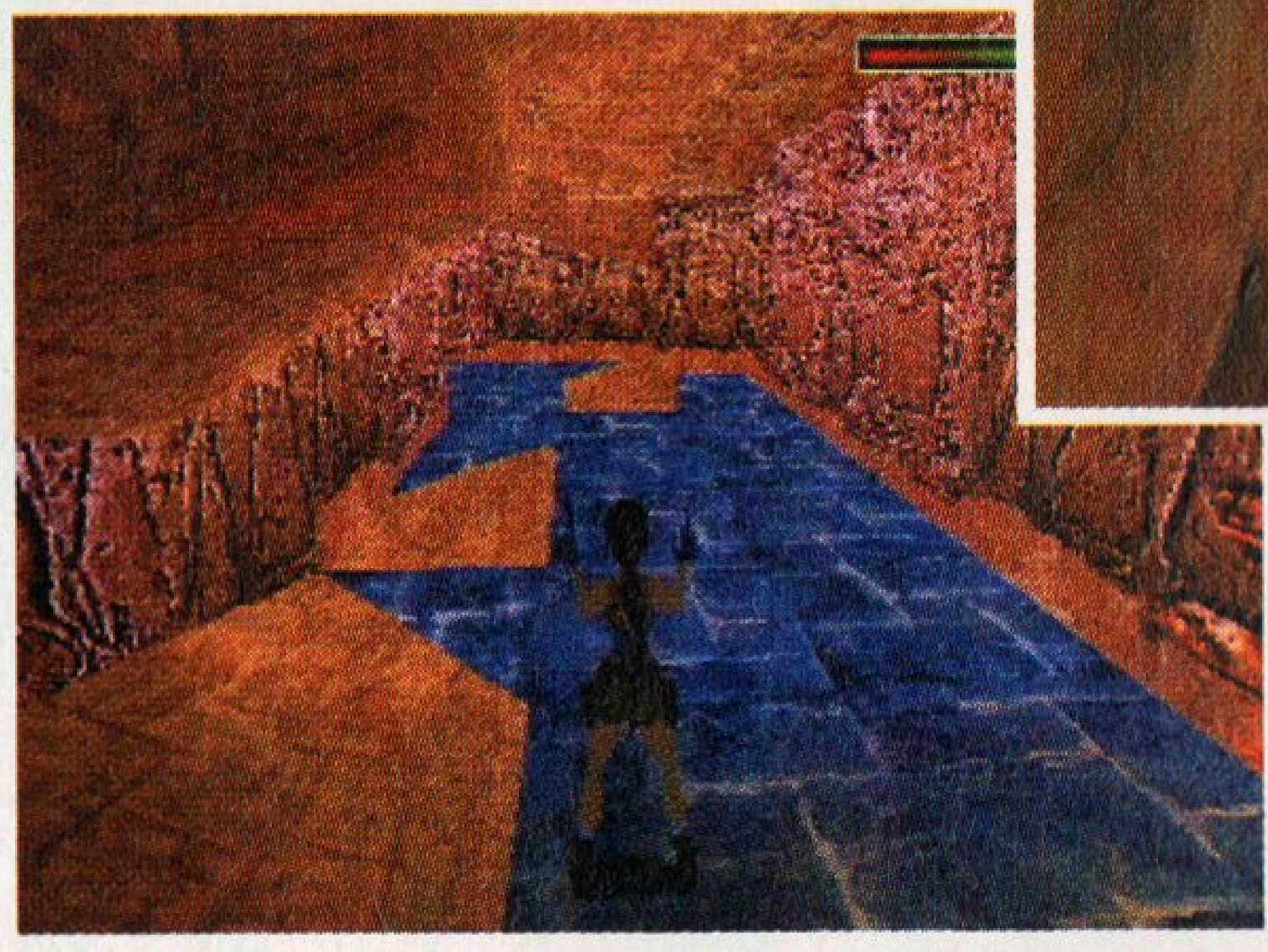
▲ Unlike *Tomb Raider 3*, all of *The Last Revelation* is set in a single country.



▲ Each level still manages to look very different from the others though.



▲ "Gawd, my feet are bleedin' killing me!" That Croft lass was always a whinger.

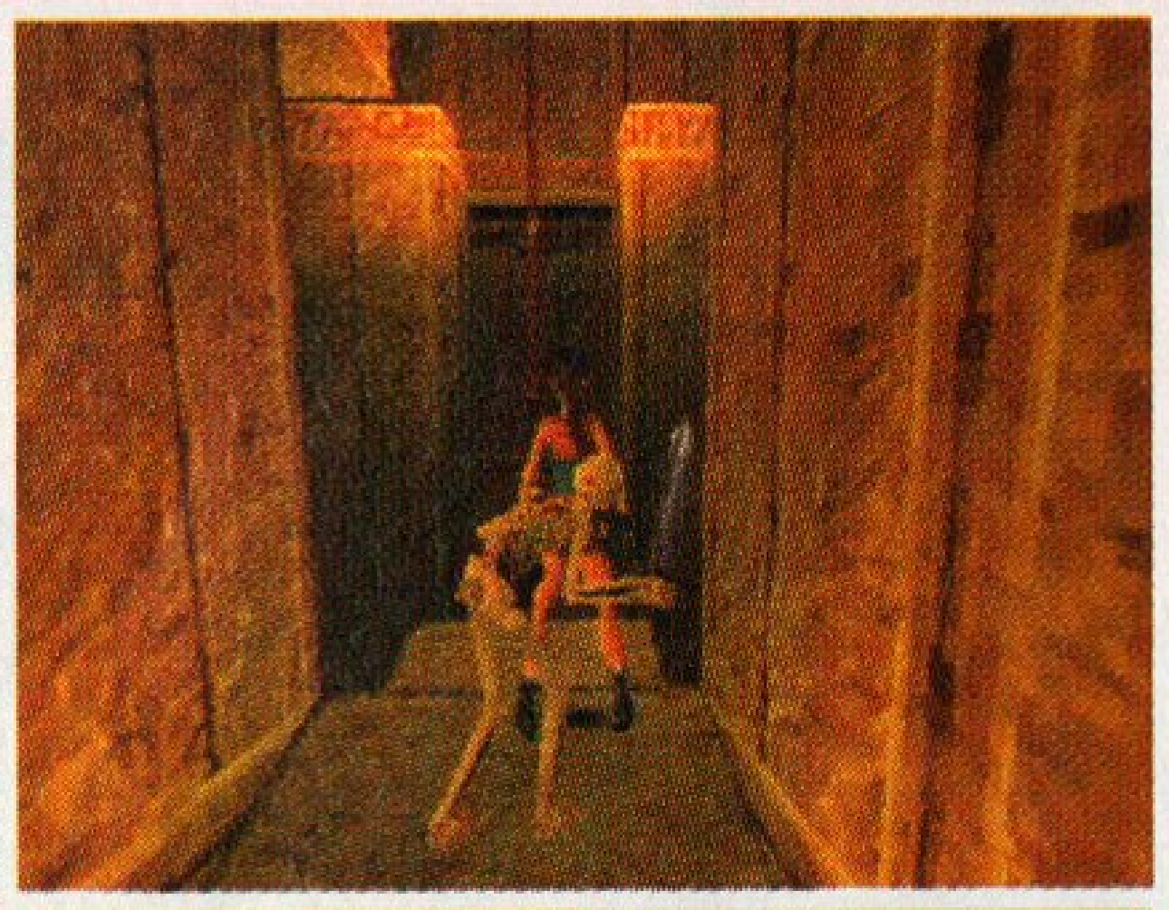


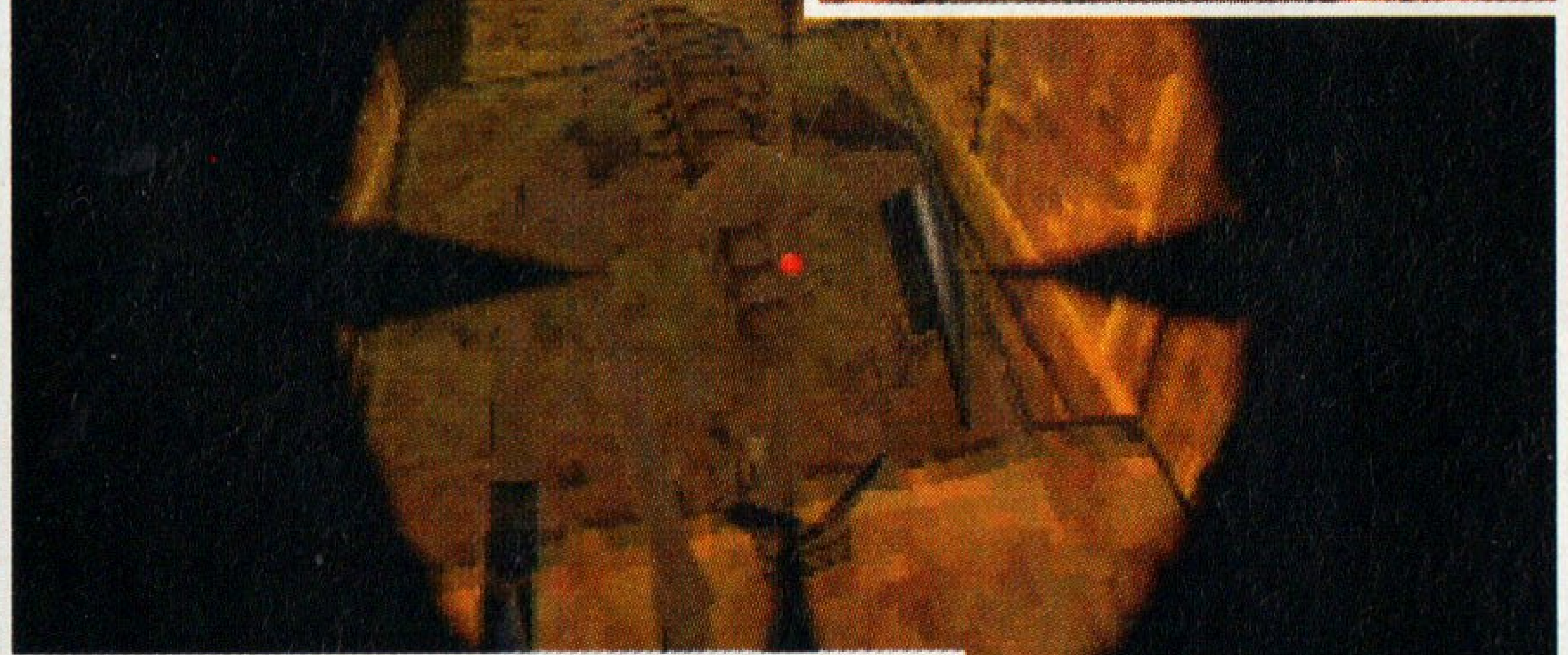
◀ Some parts of the game are still in fairly early stages – but it's looking fantastic!

HEAD SHOT!

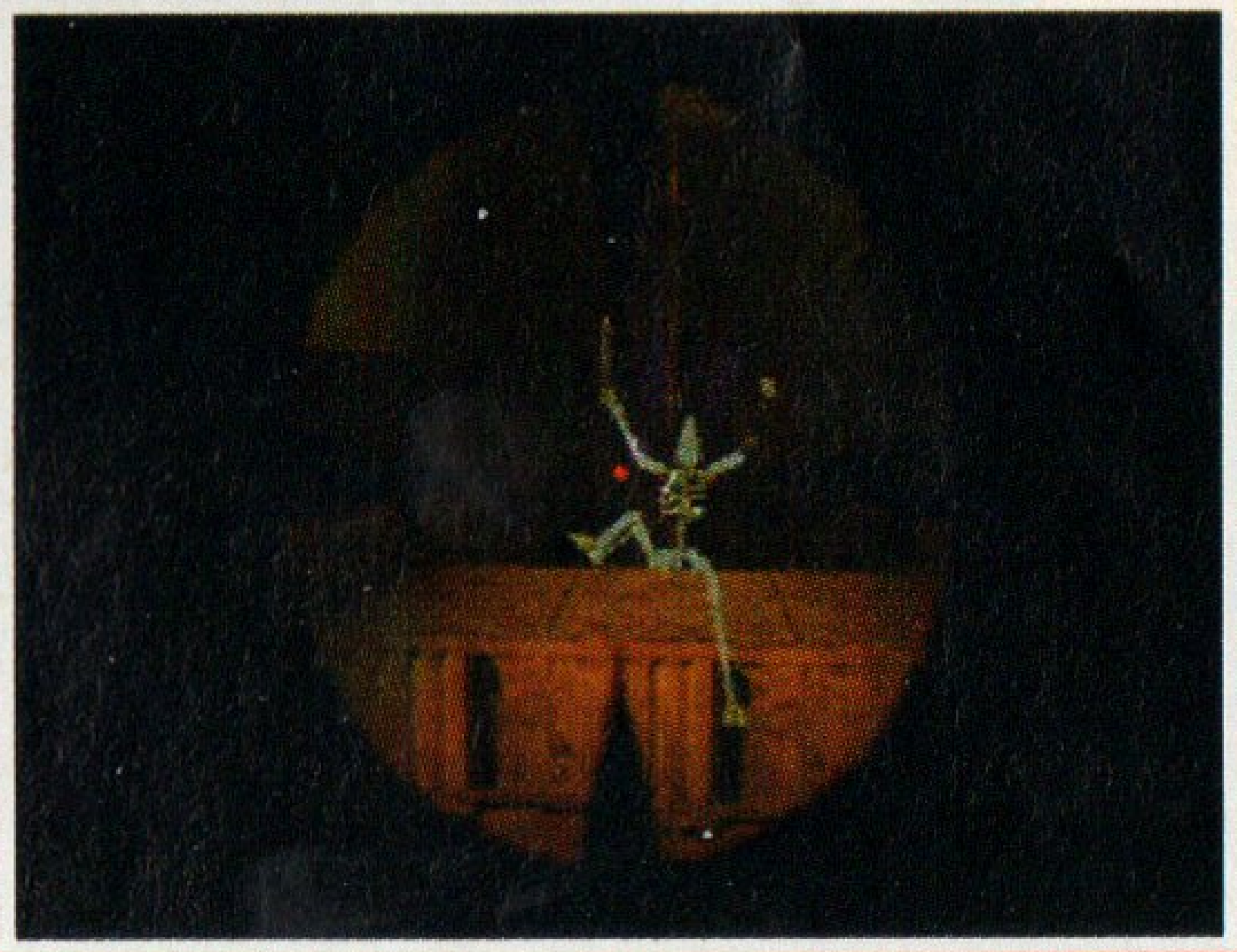
You can't 'kill' skeletons. Combine your revolver with a laser sight, though, and you'll be able to shoot them squarely in the head which at least keeps them quiet for a while.

▶ You'll need to whip your weapons out pretty smartish if you don't want to be skeletoned to death.





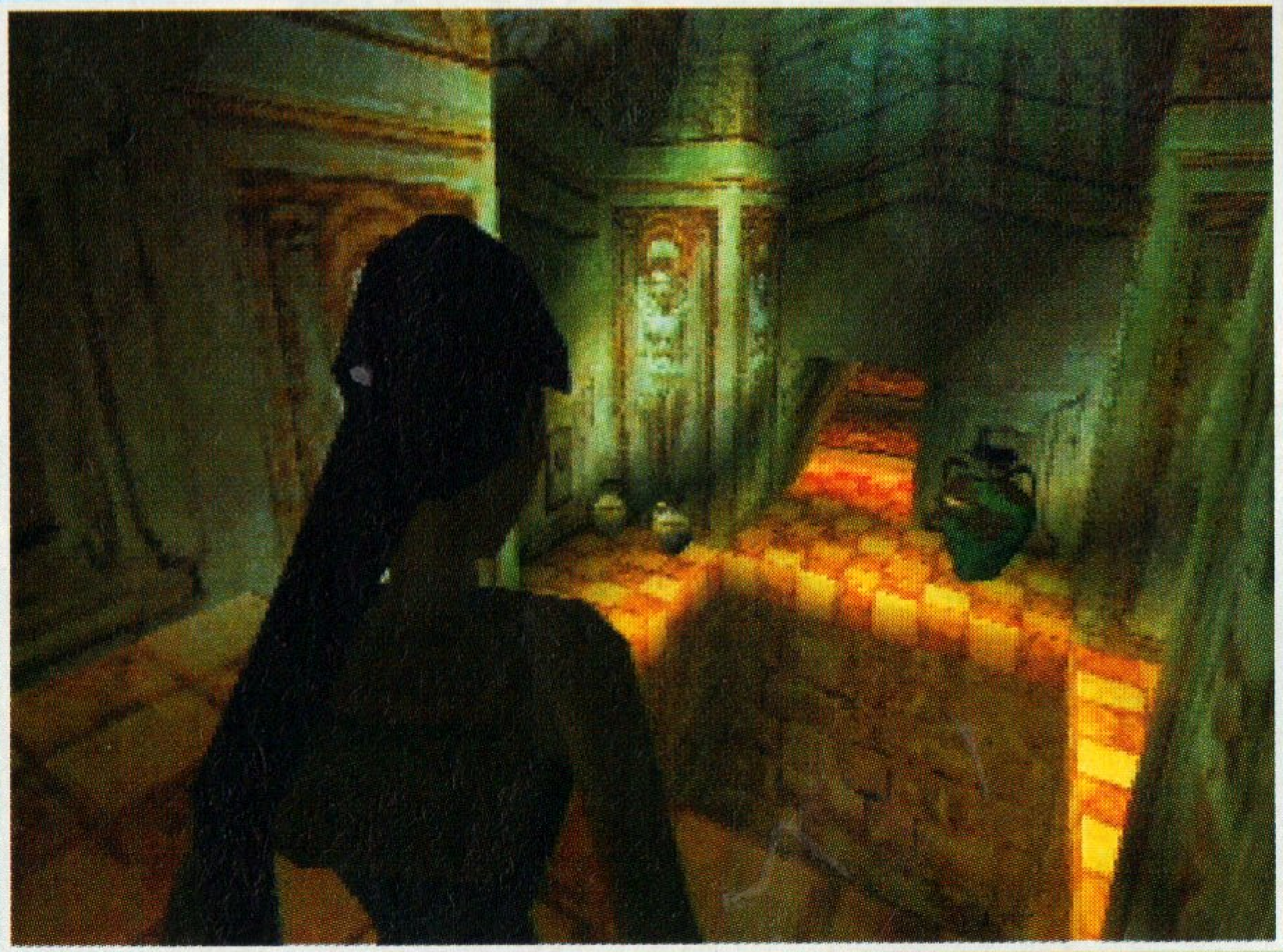
▲ A good head shot usually does the trick. He'll soon be back on his feet though.

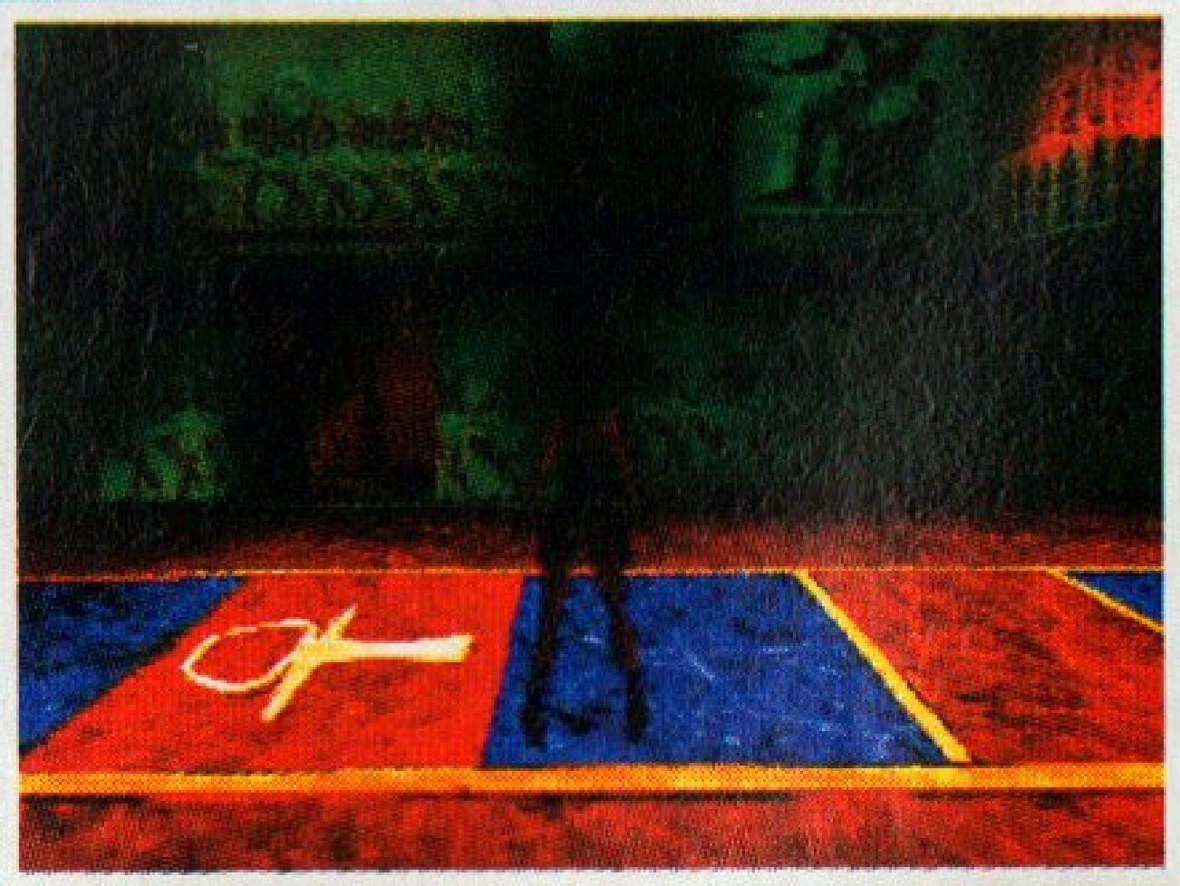


◀ You put your left leg in, your left leg out, in, out, in, out, and kill him stone dead...

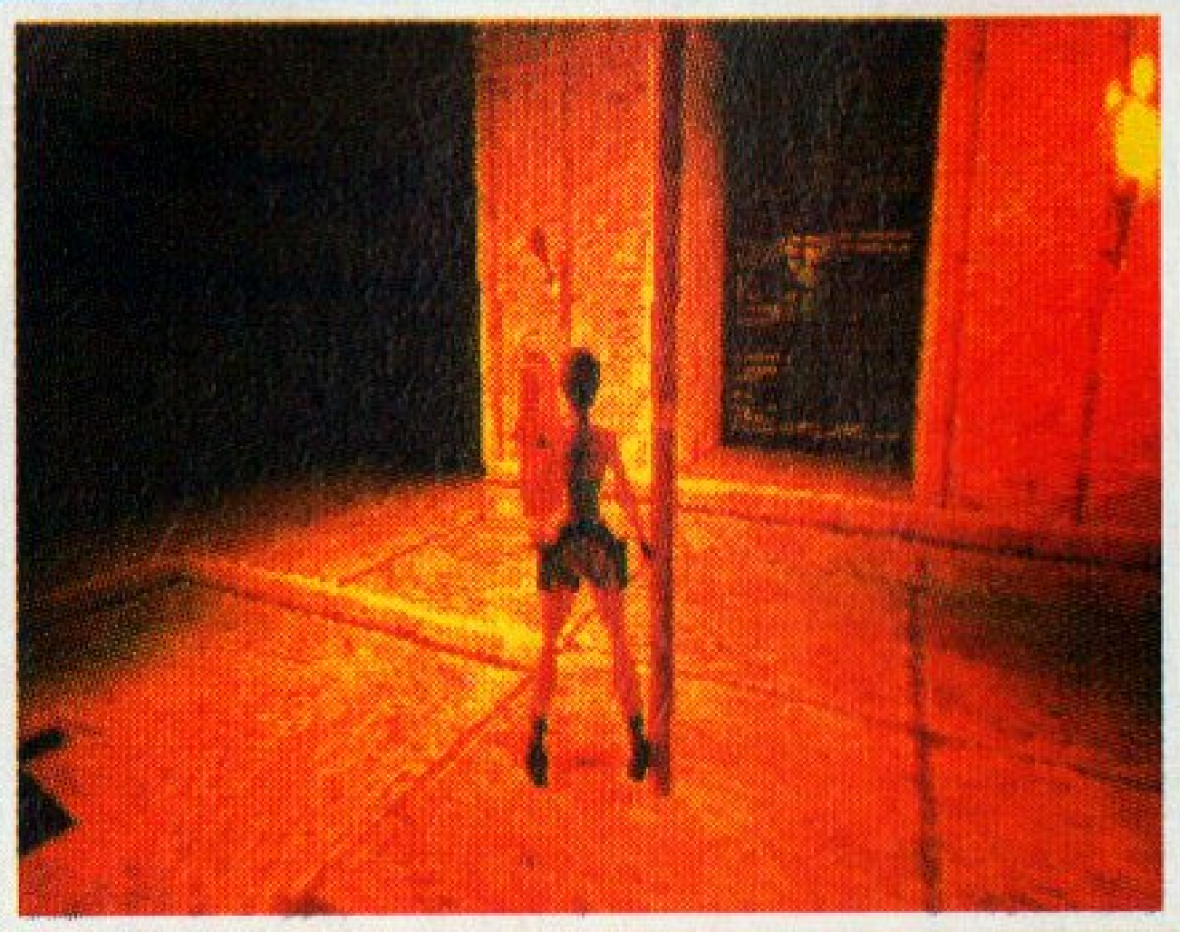
BLOCK ROCKIN'!

No more blocks – they've been replaced by more 'realistic' objects. So keep an eye out for anything that looks movable.



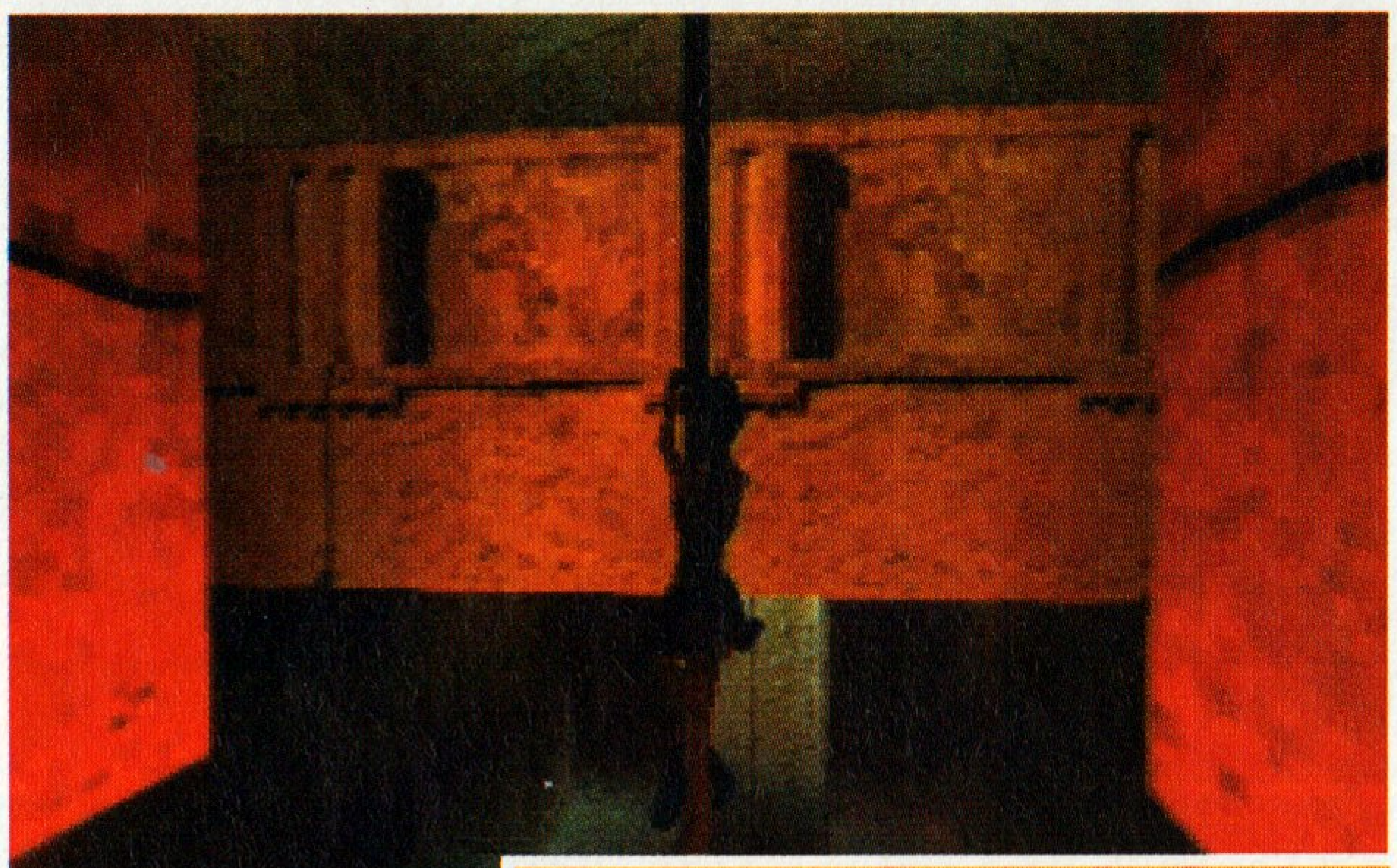


▲ This mystical piece of lino must have some purpose, surely?...

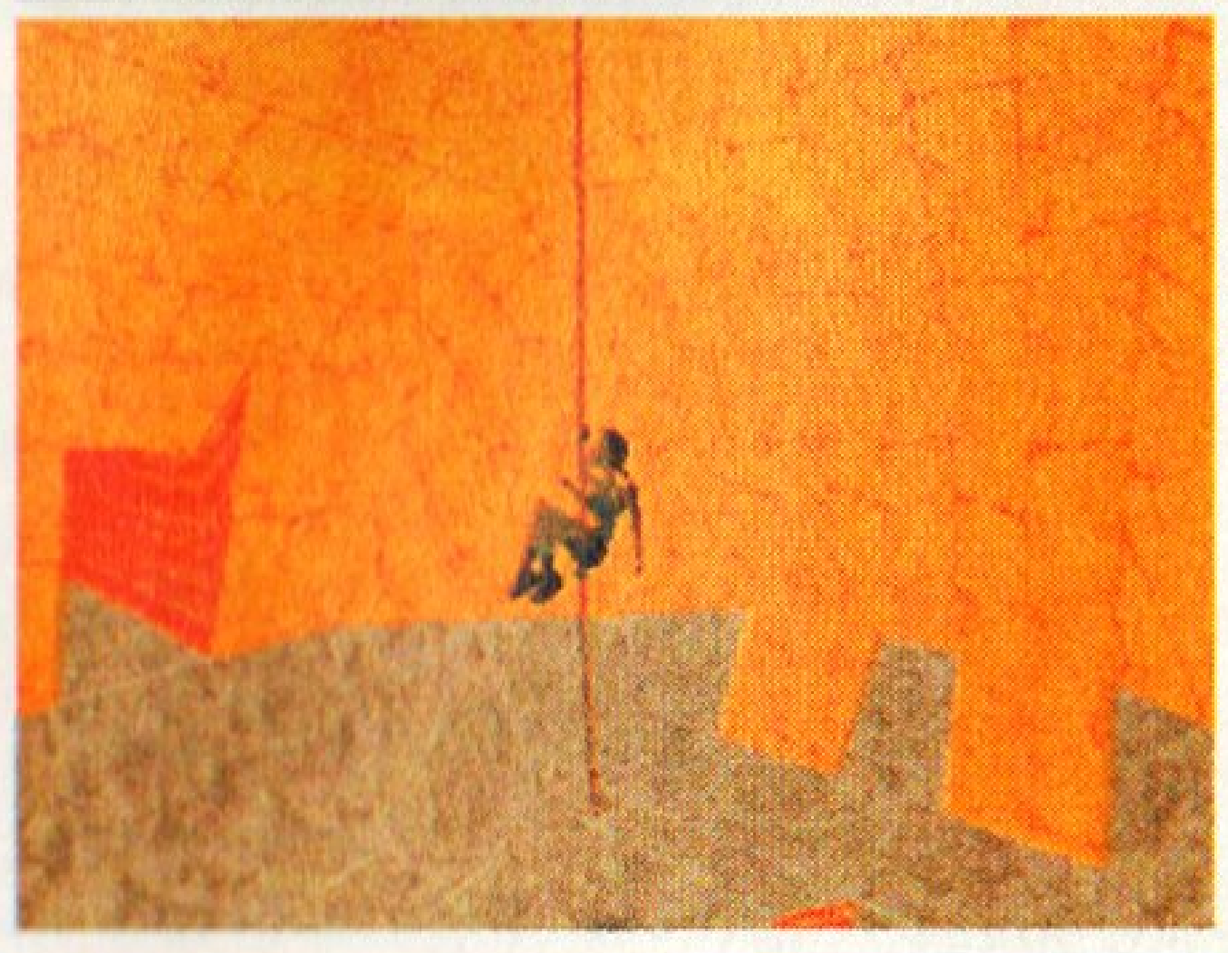


ROPE TRICK!

The only new animation is that of Lara climbing ropes and poles. There's a bit of an art to leaping off them: get the timing wrong and you'll plummet to a slow and painful death. Other than that, the moves are the same as before.



▲ See a pole, climb it. There might be something up there!



▲ It brings back memories of PE and Bruiser Bates, doesn't it?

▲ Lara gets it slightly wrong and ends up flying straight into a wall. The divmeister.

OVERARM!

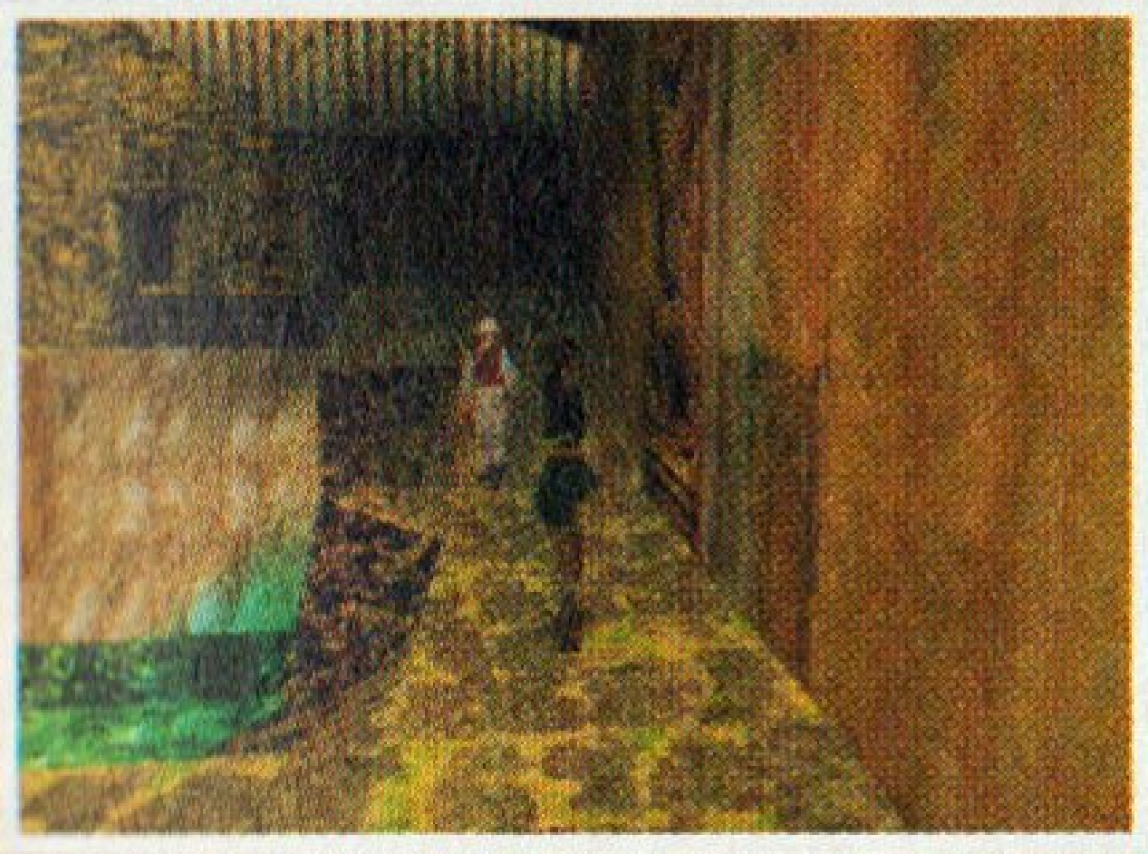
The effects of some of the weapons offer mucho coolness. Lobbing grenades around the place, for instance, never fails to amuse us. And it's quite good fun in *TLR* as well.

▲ Useful for lobbing round corners just in case there's something nasty ahead.

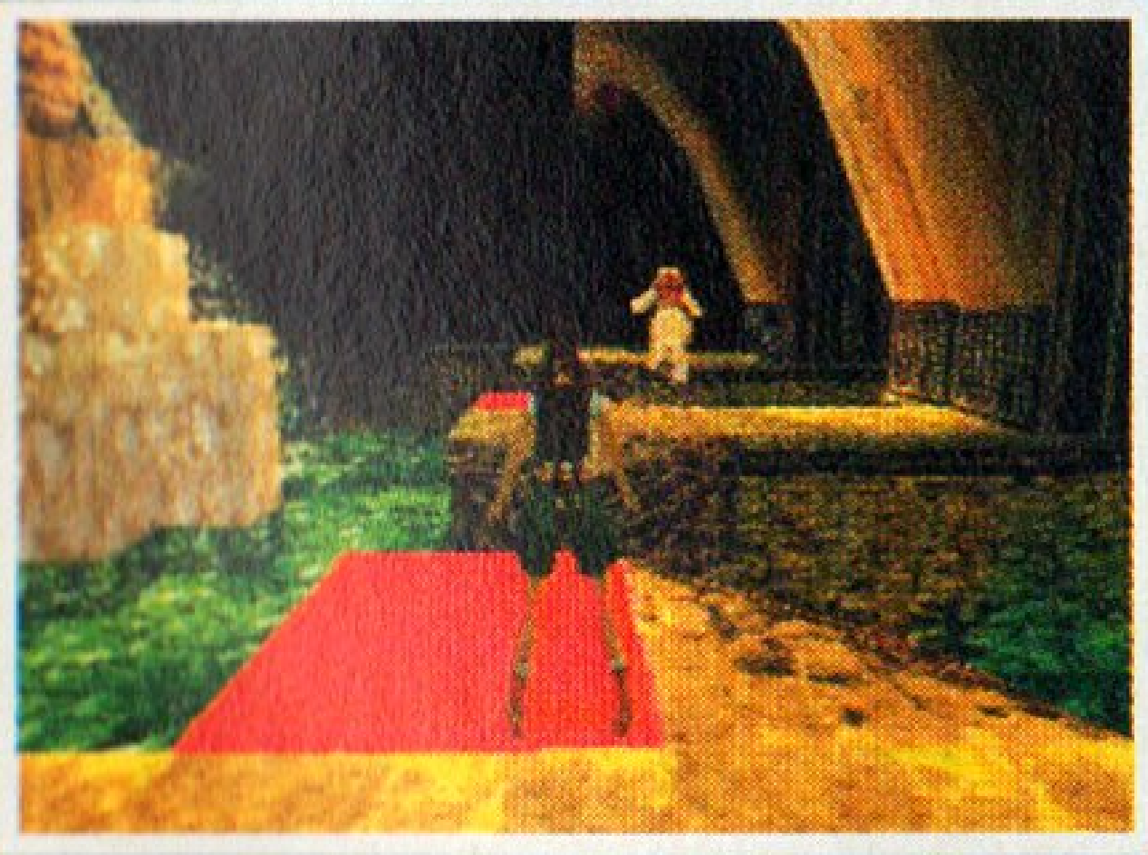
▲ It's an idea to try to avoid blowing yourself up in the process though.

TRAIN IN VAIN!

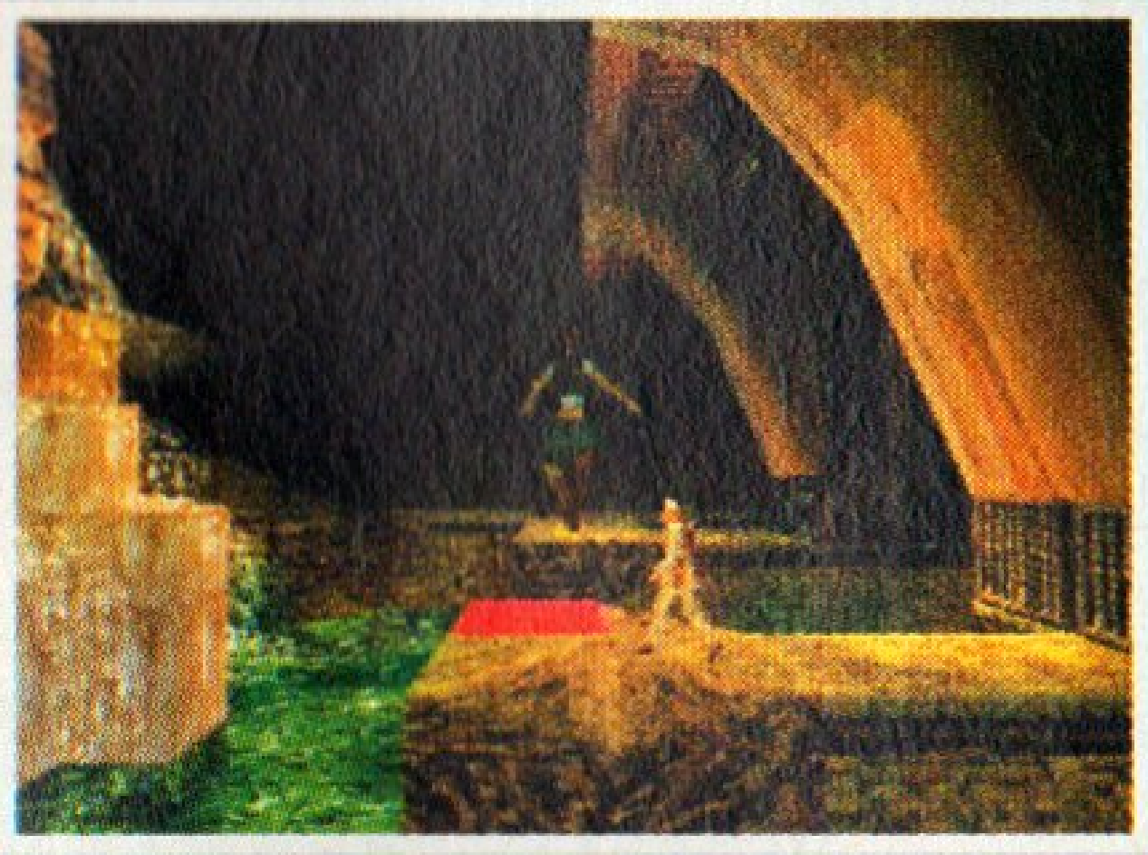
Before you are able to access the main game, you must guide a 16-year-old Lara through a training level set in Cambodia. Follow your mentor, who goes by the name of Von Croy, while brushing up on your moves with a variety of ledges, caverns and pools to negotiate.



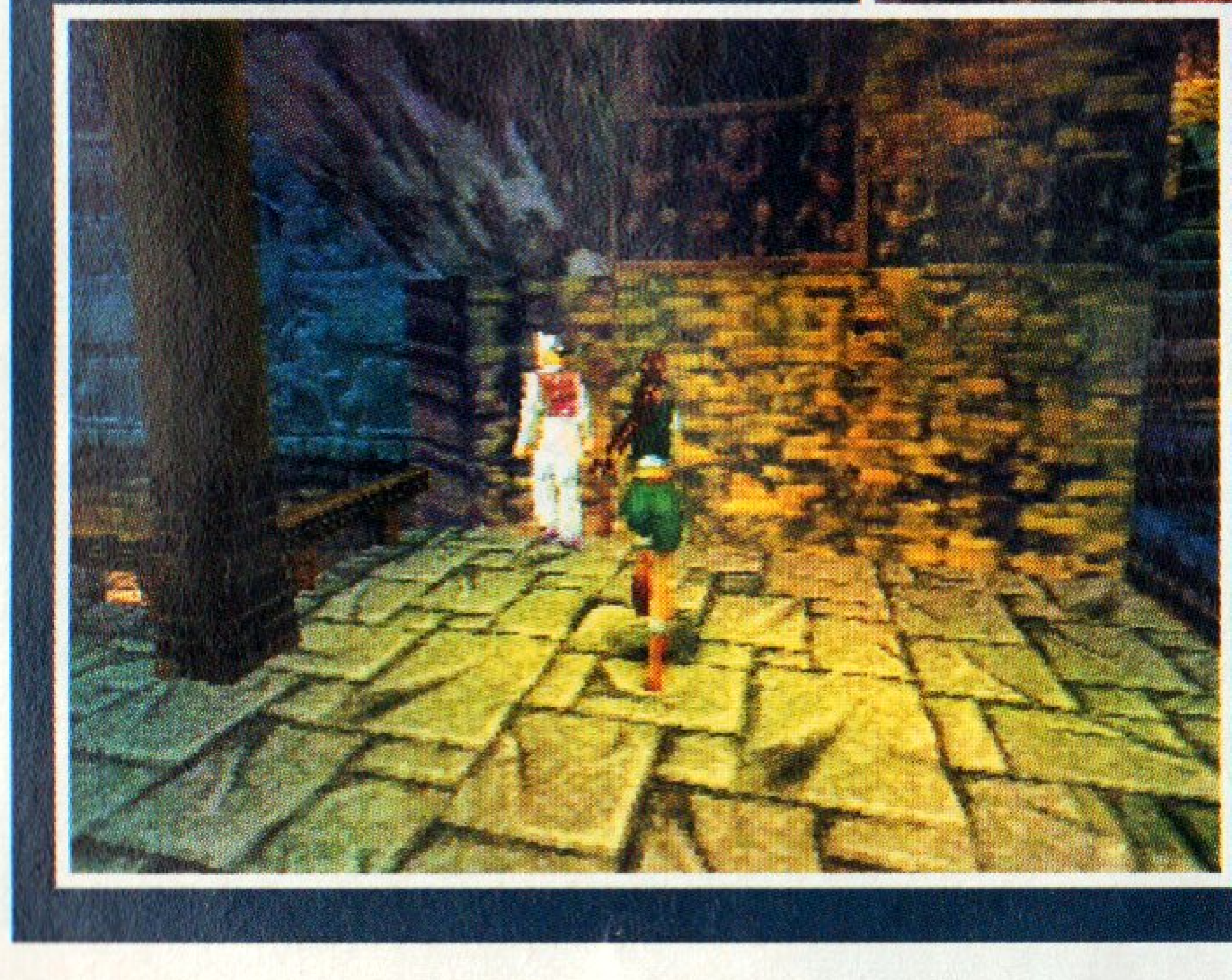
▲ If you ask me, there's something dodgy about a man in a white suit.



▲ Pink squares indicate what you have to do next, in case you couldn't guess.



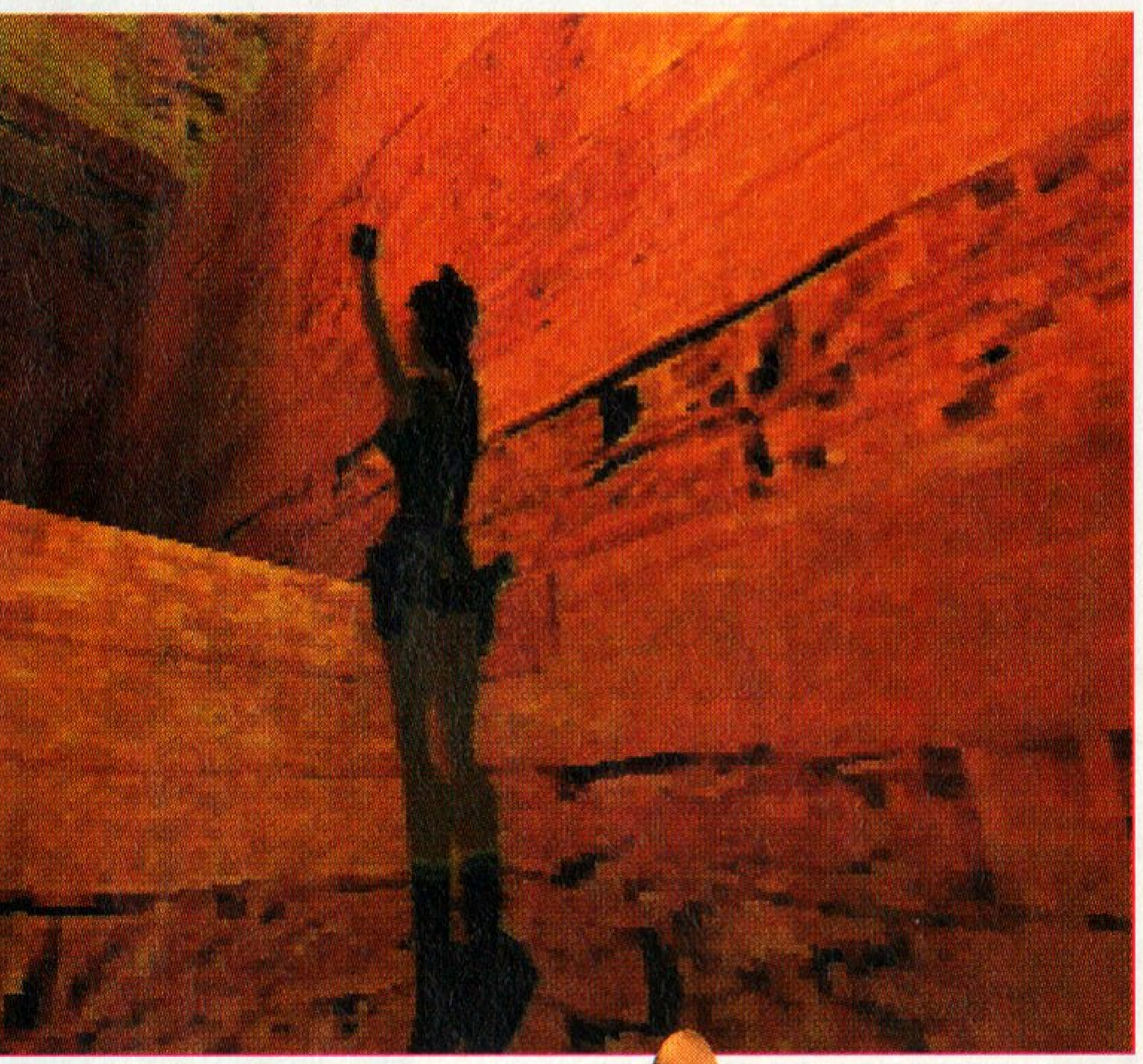
▲ In order to complete the level Lara is forced to abandon Von Croy, something for which he has never forgiven her…



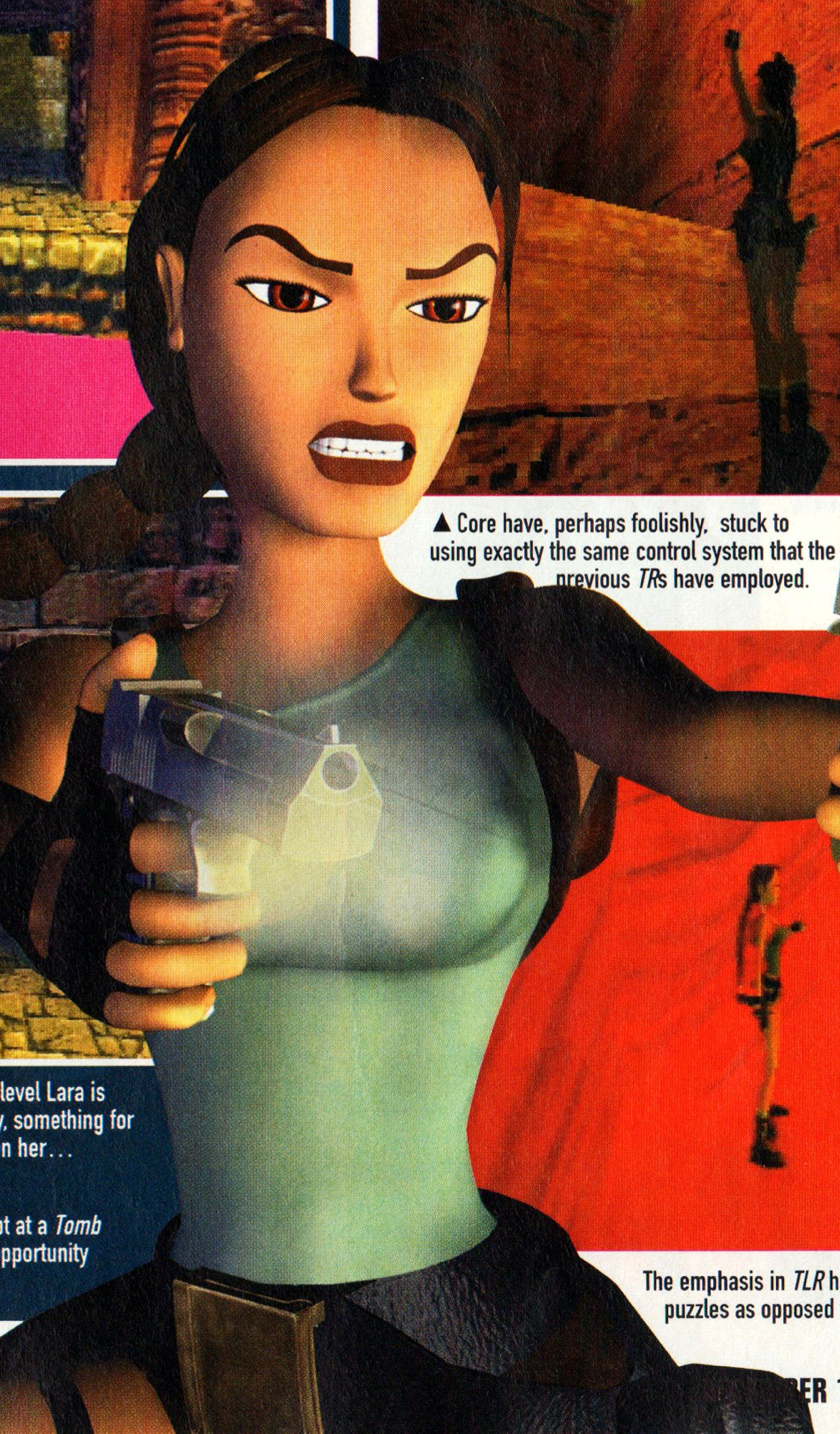
◄If this is your first attempt at a *Tomb Raider*, this is the perfect opportunity to get the hang of things!

FREAKY CONTROL!

One thing that hasn't been addressed are what many players find to be the very fiddly controls. Using the analogue pad is still something of an art in itself but does offer some new perspectives, while positioning Lara for leaps continues to be a bit of a 'mare.



▲ Core have, perhaps foolishly, stuck to using exactly the same control system that the previous *TR*s have employed.



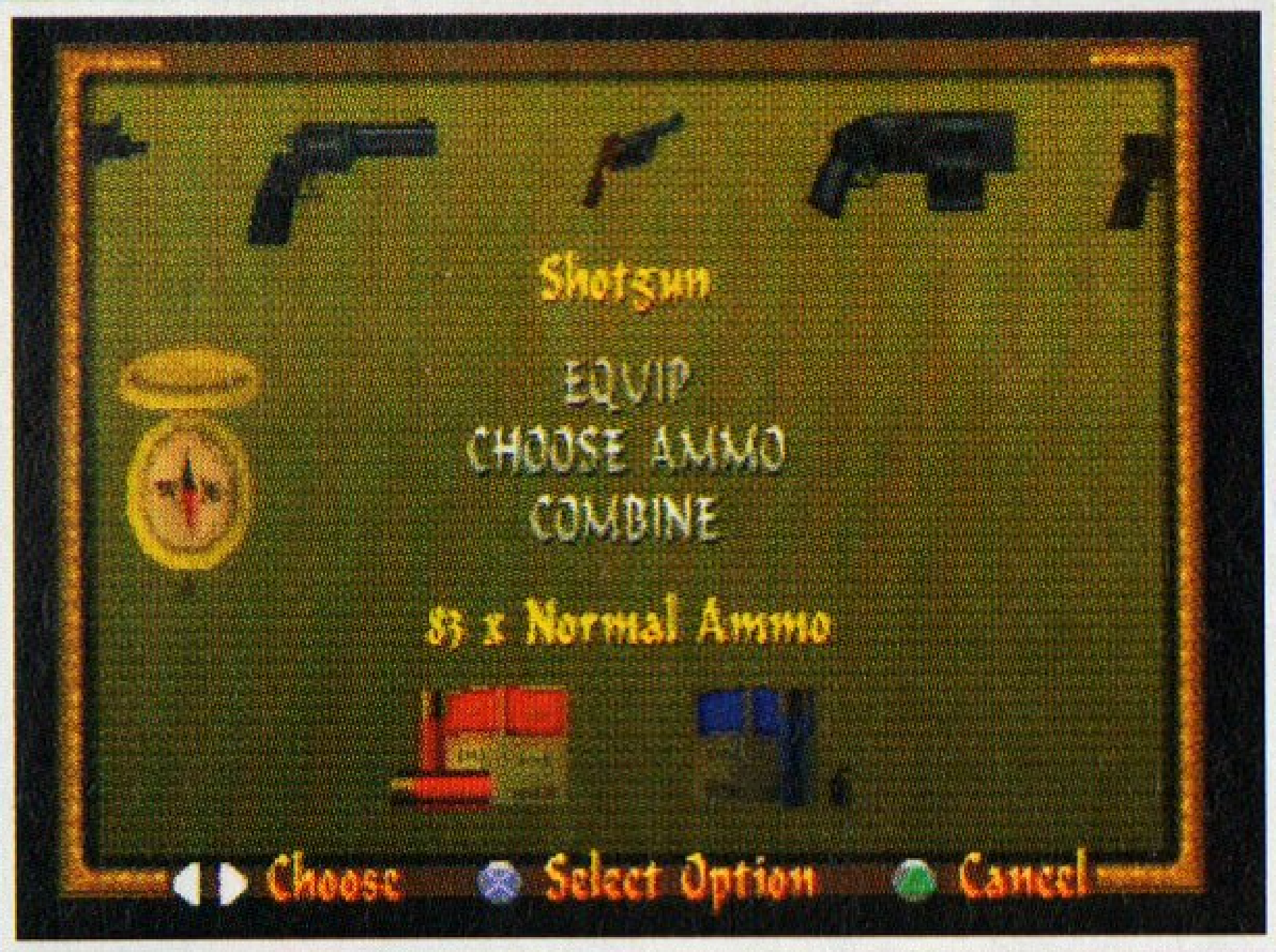
The emphasis in *TLR* has been placed on how you solve puzzles as opposed to figuring out what to do next.

DATA ▶

SET IN: EGYPT
ANYWHERE ELSE: CAMBODIA
TRAINING LEVELS: 1
BEST WEAPON: GRENADE GUN
WORST WEAPON: CROSSBOW
PROFESSION: HIGH-CLASS THIEF

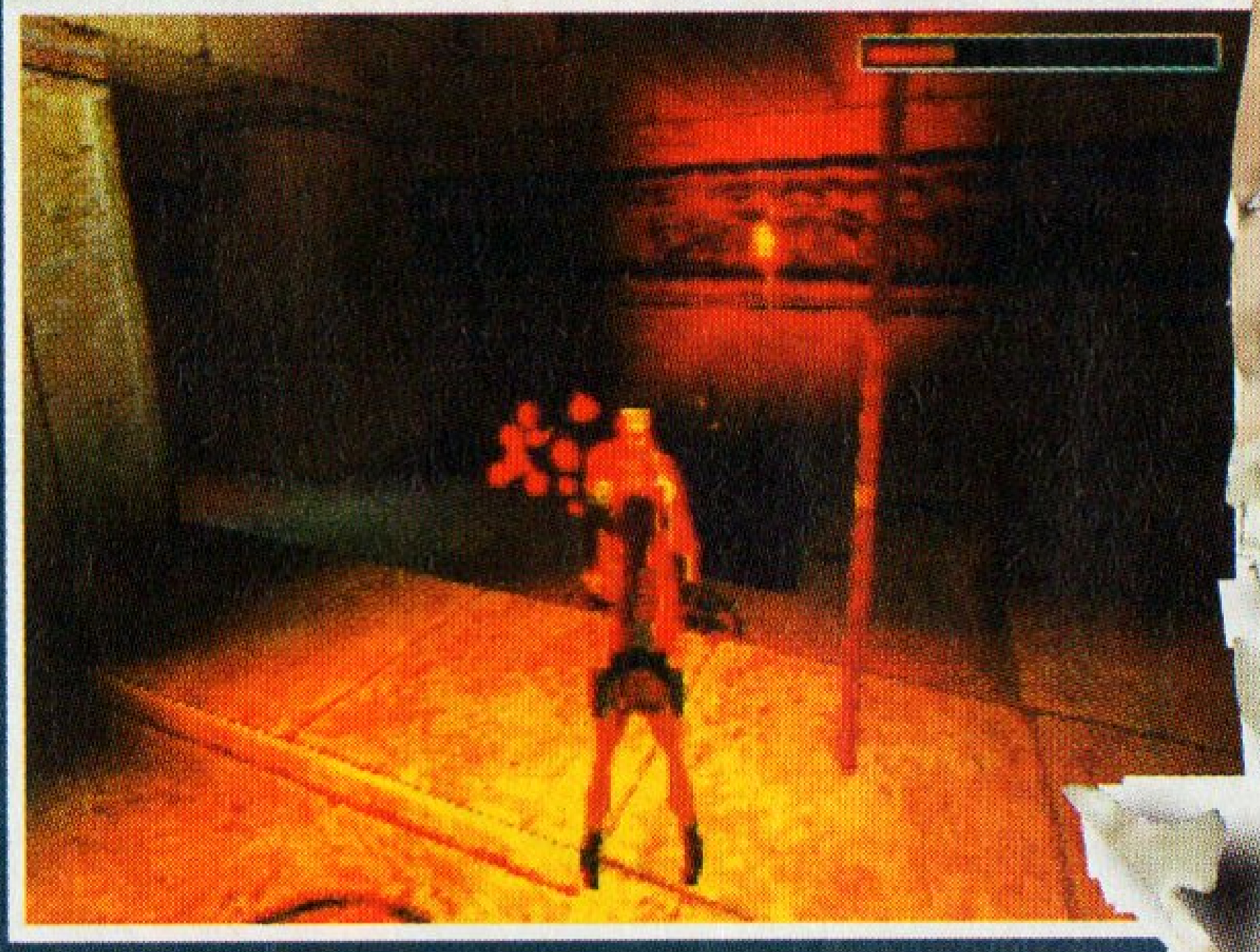
LETHAL COMBINATION!

For the first time in the *Tomb Raider* series it's possible to combine weapons, *Res Evil* stylee. Not only does this allow for John Woo-esque gunplay, it's possible, for example, to use a shotgun and a flashlight at the same time. Tasty.



▲ Pick your weapon of choice and then you can either choose what ammo to use or combine with another item.

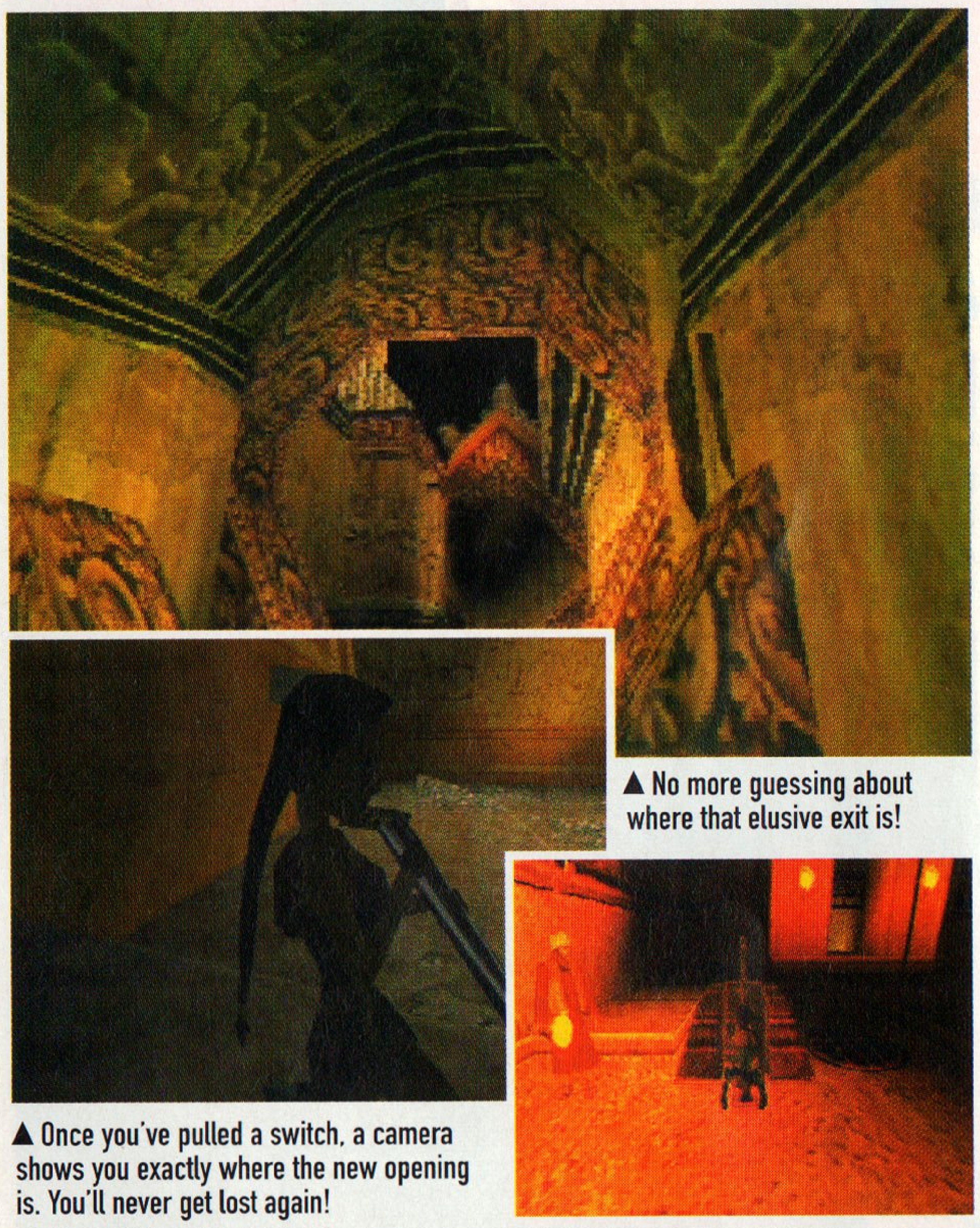
▲ We could make some incredibly unfunny reference to Lara's guns being loaded here, but we're not going to.



▲ Once you've collected some high power bullets, you'll be able to make short work of the baddie scum!

THIS IS NOT AN EXIT!

The switches are all different and there's a virtual camera that flies from your current position to the door and back again.

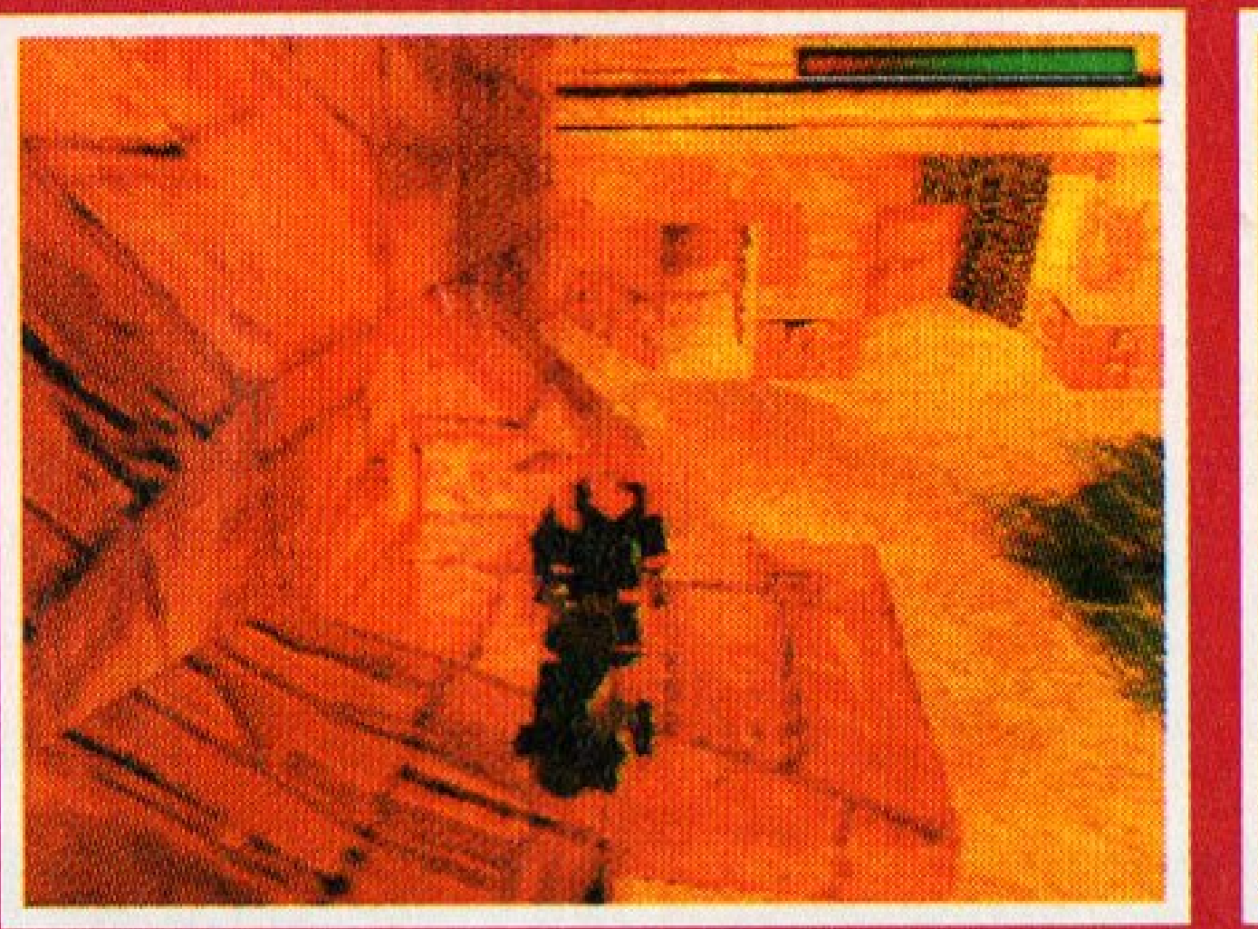


▲ No more guessing about where that elusive exit is!

▲ Once you've pulled a switch, a camera shows you exactly where the new opening is. You'll never get lost again!

I CAN SEE YOU!

Lara's guns don't automatically lock on to enemies like they did before so it's impossible to anticipate the nasties.



▲ Trigger fingers at the ready. Lara has lost her gung-ho twitch of old.

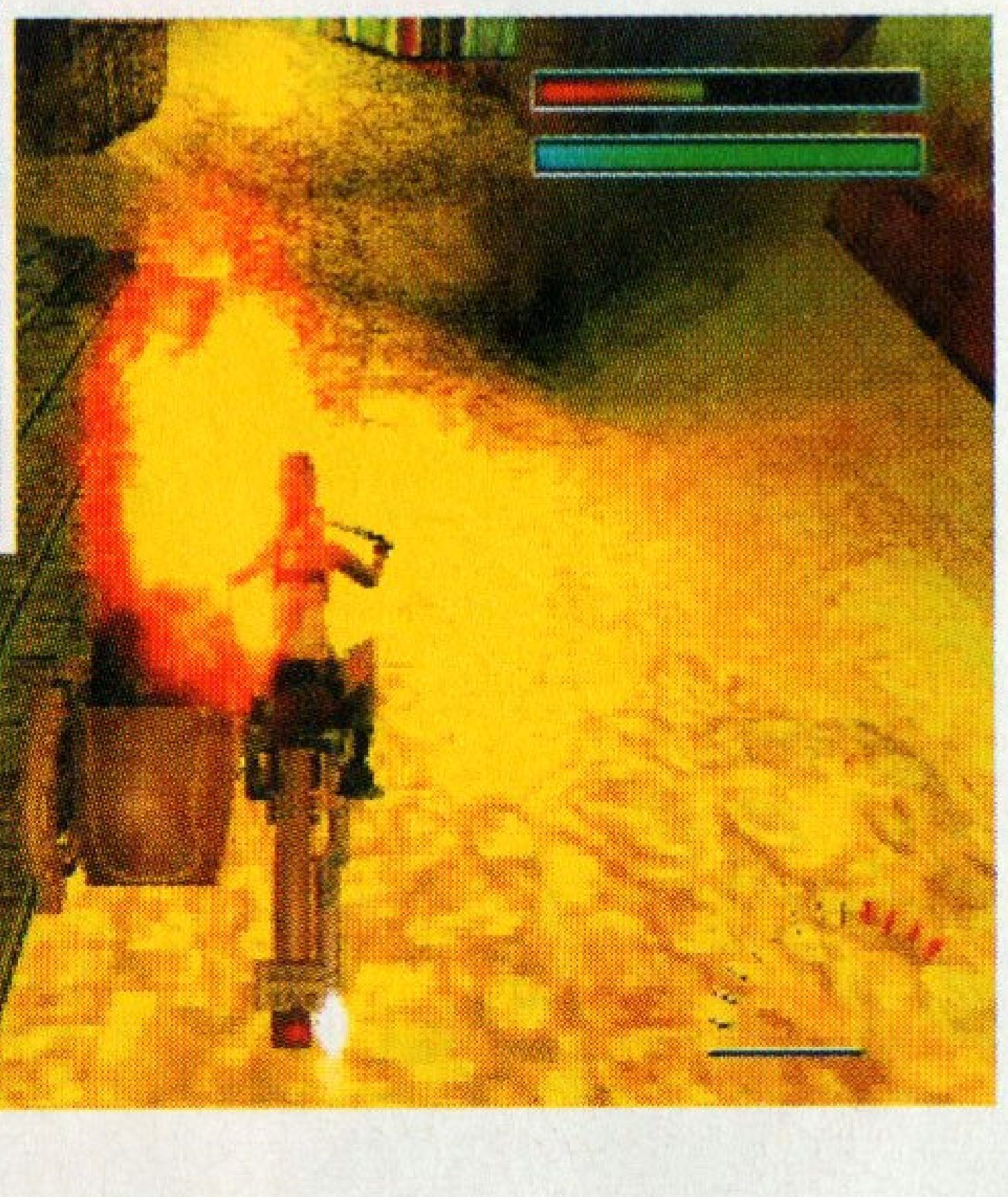
▲ Surprise, you're dead! If in doubt whip 'em out. Your guns, that is.

MOTOR CROSS CROFT!

Lara manages to get her mitts on a few new vehicles including a motorbike-and-sidecar and a teeny-weeny jeep that looks as if it's been fashioned out of Lego. It's still capable of being driven off the edge of cliffs though. Not that we'd advise it.

► There's something about the scale of that jeep that just *isn't* right.

▲ It's not radically different from the quad bike of *TR3*.

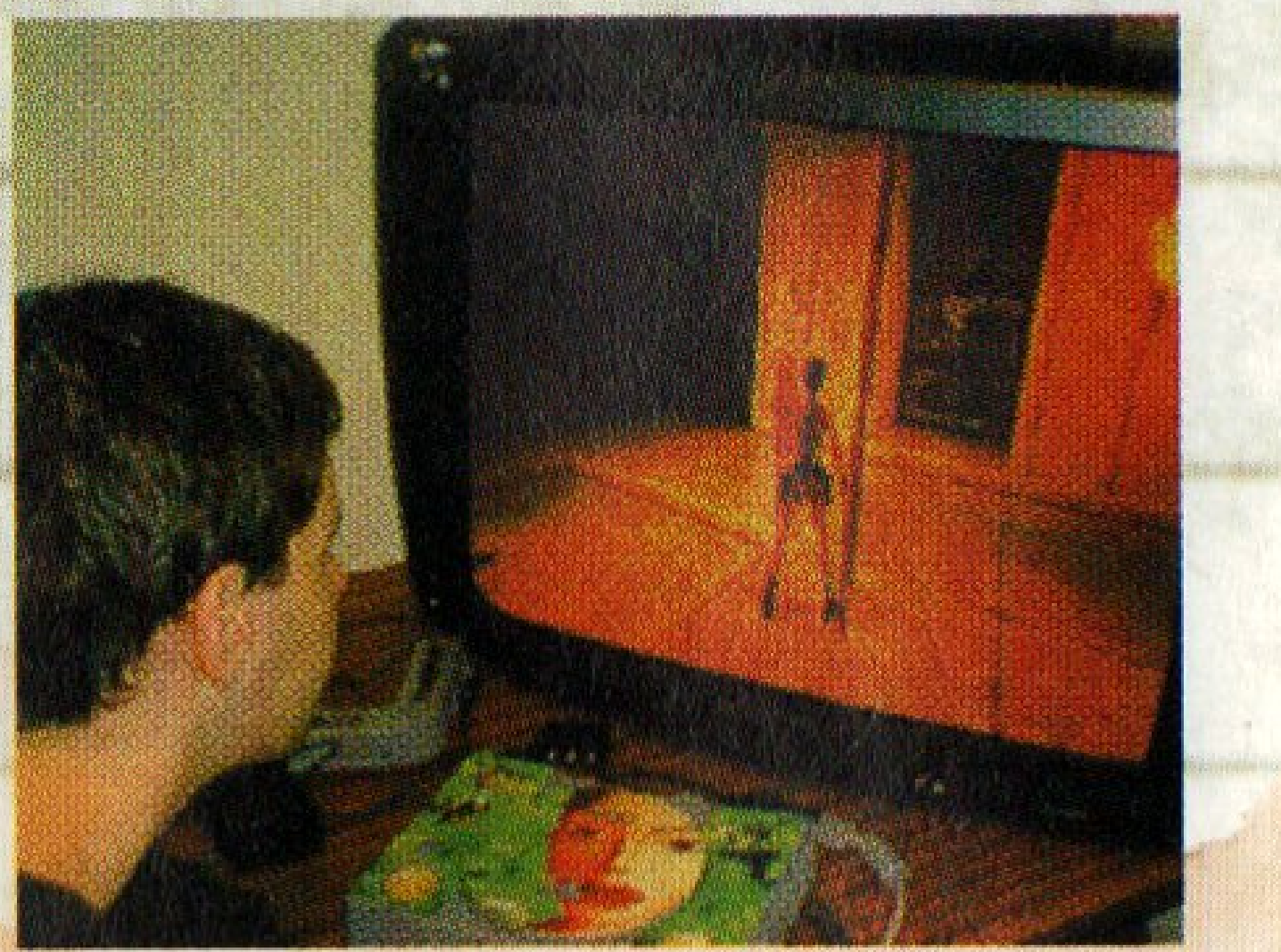


► Wonder how it feels to have all that power between your legs?

FIRST IMPRESSIONS

Can the pneumatic princess cut it once again?

Hmmm... another run-up to Christmas, another *Tomb Raider*. While it's easy to be cynical about Lara popping off in search of yet more ancient artifacts, there's no denying that *The Last Revelation* is already looking very fruity.



Unlike *TR3*, which saw Ms Croft jetting all over the shop, *TLR* has a single setting: Egypt. While this may sound like a step backwards, it's looking as if it should increase continuity and the degree to which you'll become immersed in the game. It virtually goes without saying that, as soon as you pick this up, it's incredibly difficult to put down again. So wave goodbye to getting much fresh air for a month or so. But it's not just aimed at tomb raiding veterans. It's designed to appeal equally to newcomers – hence the training mission at the start and the fact that this isn't called *Tomb Raider 4* (even if that's exactly what it is). So if you've never experienced the thrill of handling Lara before, now's the time to start catching up. Everything from minor improvements to the fantastic level design and improved visuals should ensure that this is da Croft's finest outing yet.

GOOD COP BAD COP

+ **Lara fans rejoice – this should be the best *Tomb Raider* of the series.**

– **Relies on the tried 'n' tested *TR* formula without any real innovations.**

WHERE IT'S AT

The most recent version we've seen contains 16 separate, and rather glitch ridden, stages.

We'll have more on Lara's latest antics in the Christmas issue of GM, out on 29 November.

VIOLENCE IS THE FIRST ARTICLE OF MY FAITH
FIGHTING FORCE 2
TM
SCORE : 50
SCORE : 110
CORE
PlayStation
Dreamcast
EIDOS
INTERACTIVE

"...THIS IS LOOKING SWEET. THE VISUALS ARE LUSH, THE ACTION'S IN YOUR FACE AND IT'S MIGHTY TASTY TO PLAY..."
PLAYSTATION PLUS

"BE AMAZED BY THE LEVEL OF DETAIL AROUND YOU. THIS IS A FIGHTING FORCE TO BE RECKONED WITH. A 200% IMPROVEMENT OVER THE ORIGINAL."
4/5 C&VG

PlayStation screenshots shown here.

GO UNDERCOVER AS HAWK MANSON. THE GOAL IS SIMPLE: INVESTIGATE AND ELIMINATE. AS WEAPONS SPECIALIST AND CLOSE COMBAT EXPERT, YOU HAVE THE ULTIMATE IN KILLING TECHNOLOGY AT YOUR DISPOSAL. EVALUATE AND RESPOND WITH STEALTH, FIREPOWER OR SHEER BRUTE FORCE - WHATEVER IT TAKES. NO COMPROMISE. NO COME-BACK. LIVE WITH THE PRESSURE.

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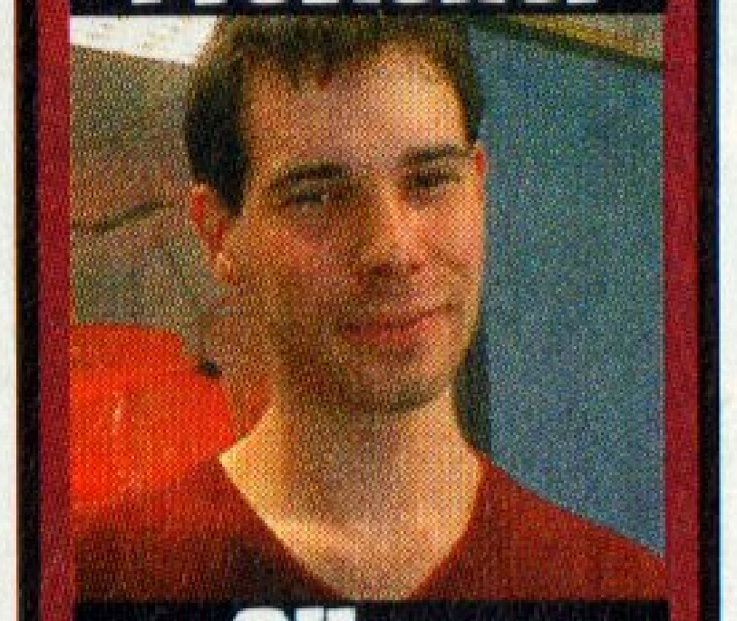
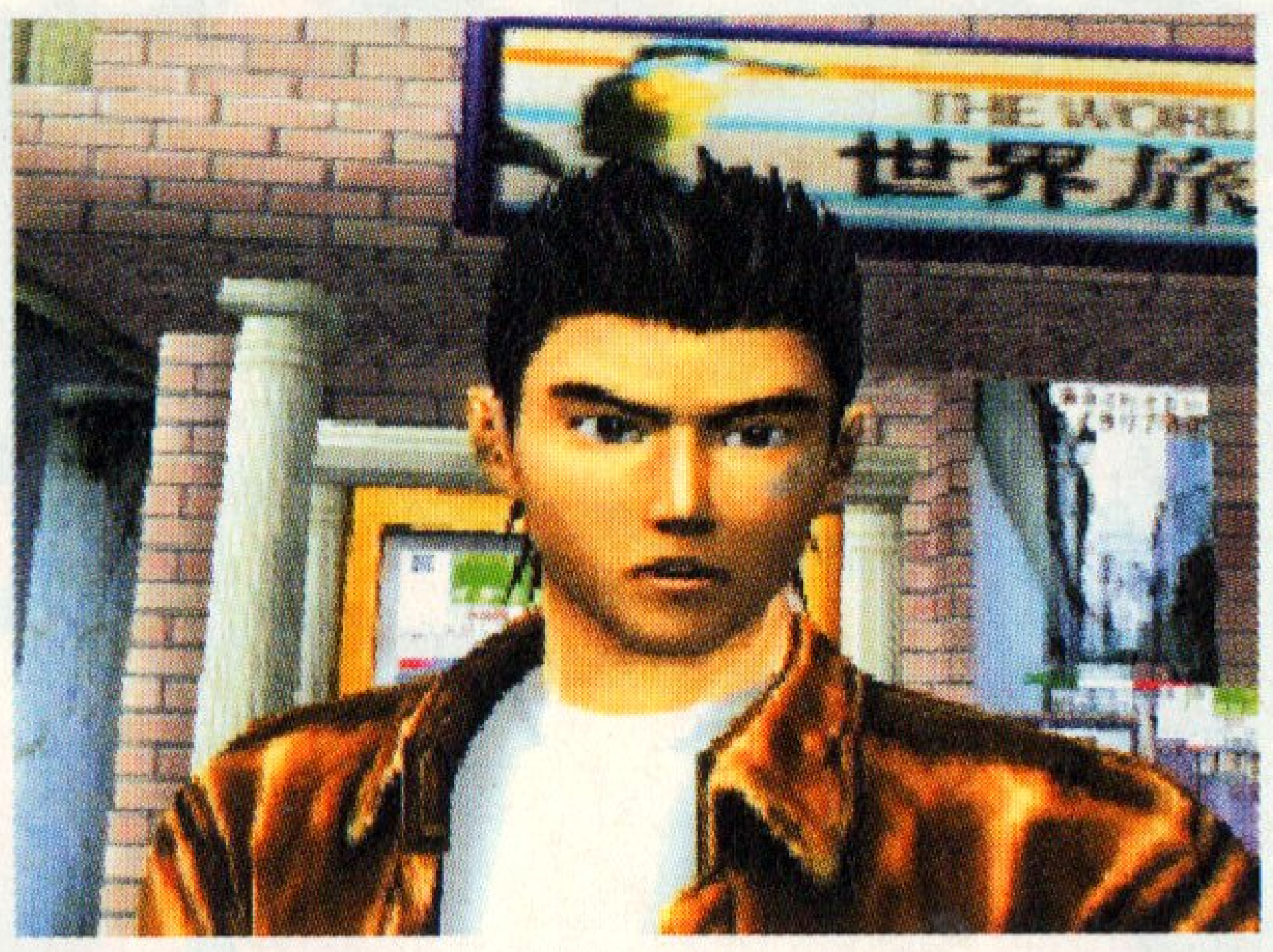
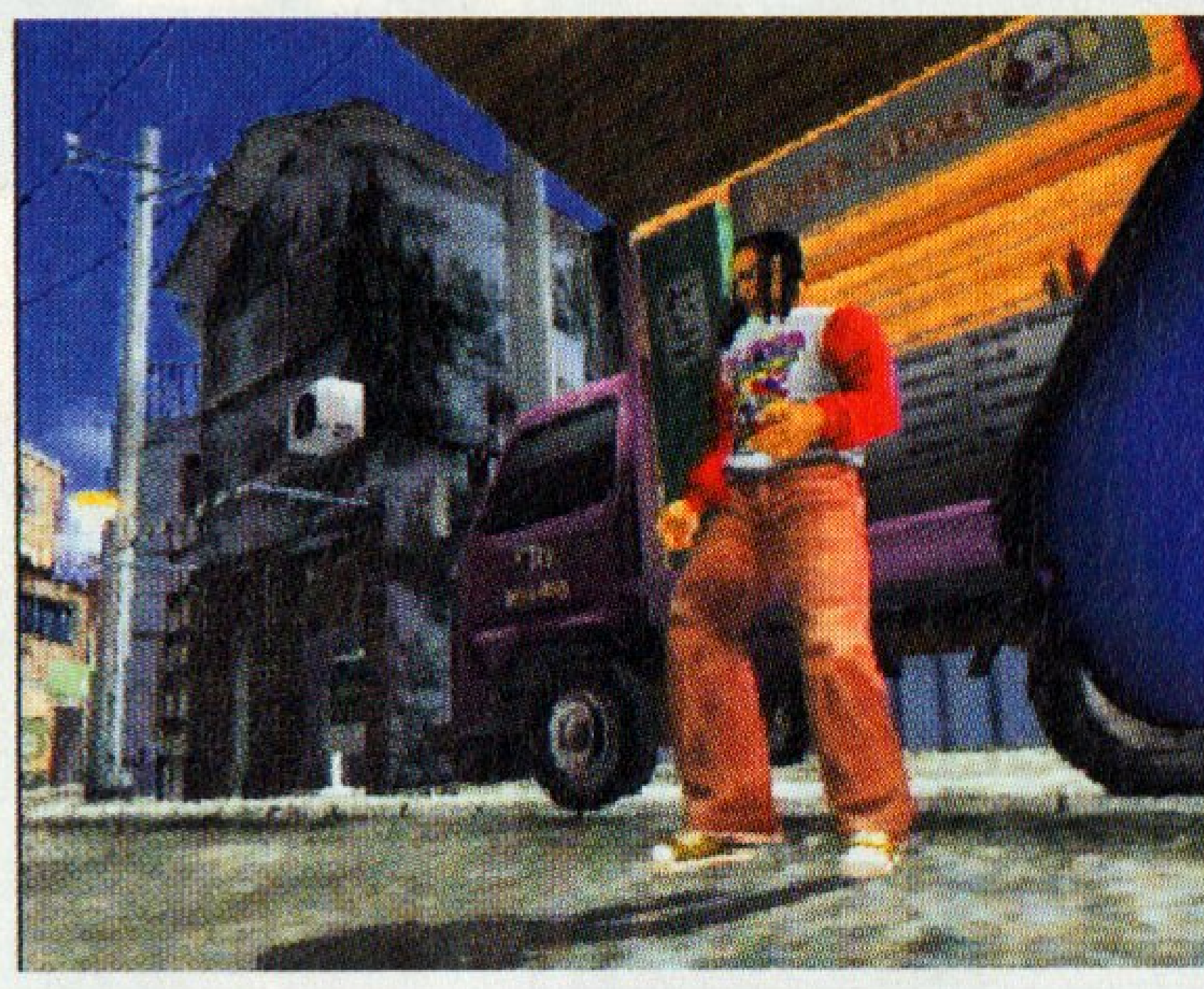
DATA ▶ FORMAT PREVIEWED: DREAMCAST **PRICE:** TBC **OUT:** SPRING (JAPA

SHENMUE

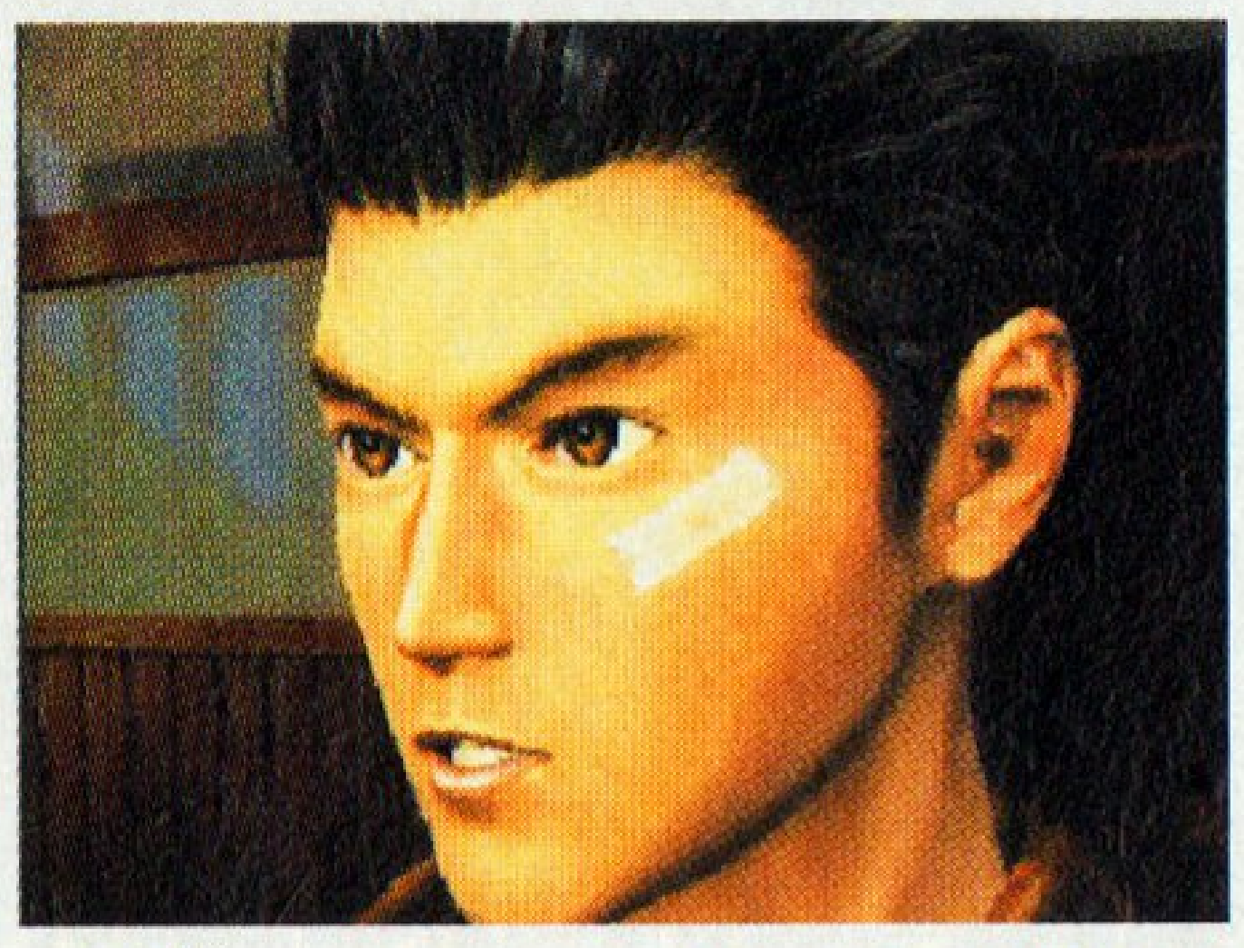

Previewer
Oliver Hurley

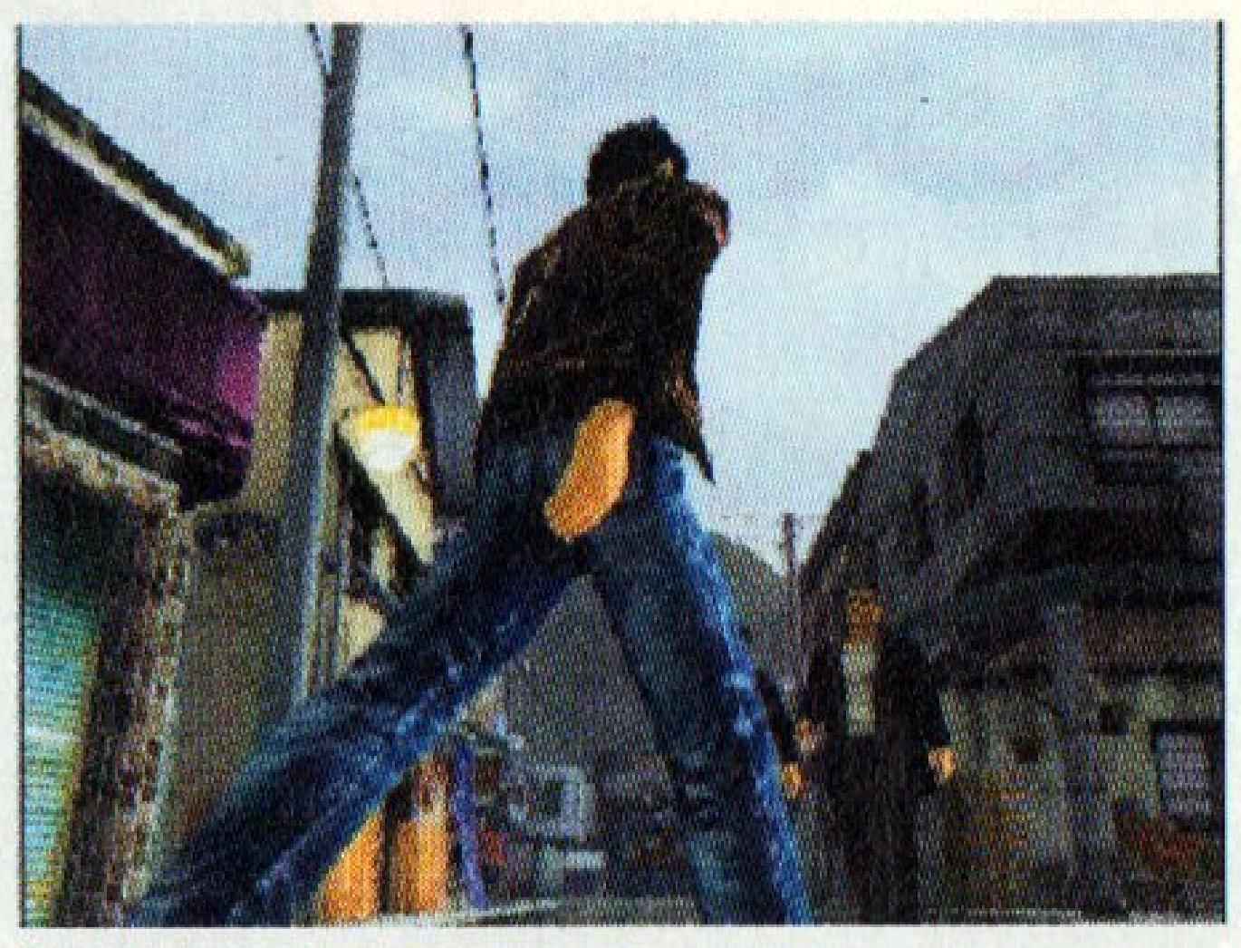
Shenmue! Bless you! indeed, by the time Sega finally get round to finishing their epic Dreamcast 'killer app', a cure for the common cold may well have been discovered...





NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ HOTS!





Forget *Sonic Adventure*, *Soul Calibur*, *Ready 2 Rumble* and *Get Bass*. If there's going to be one game that will really make the Dreamcast an *essential* purchase, it must be *Shenmue*.

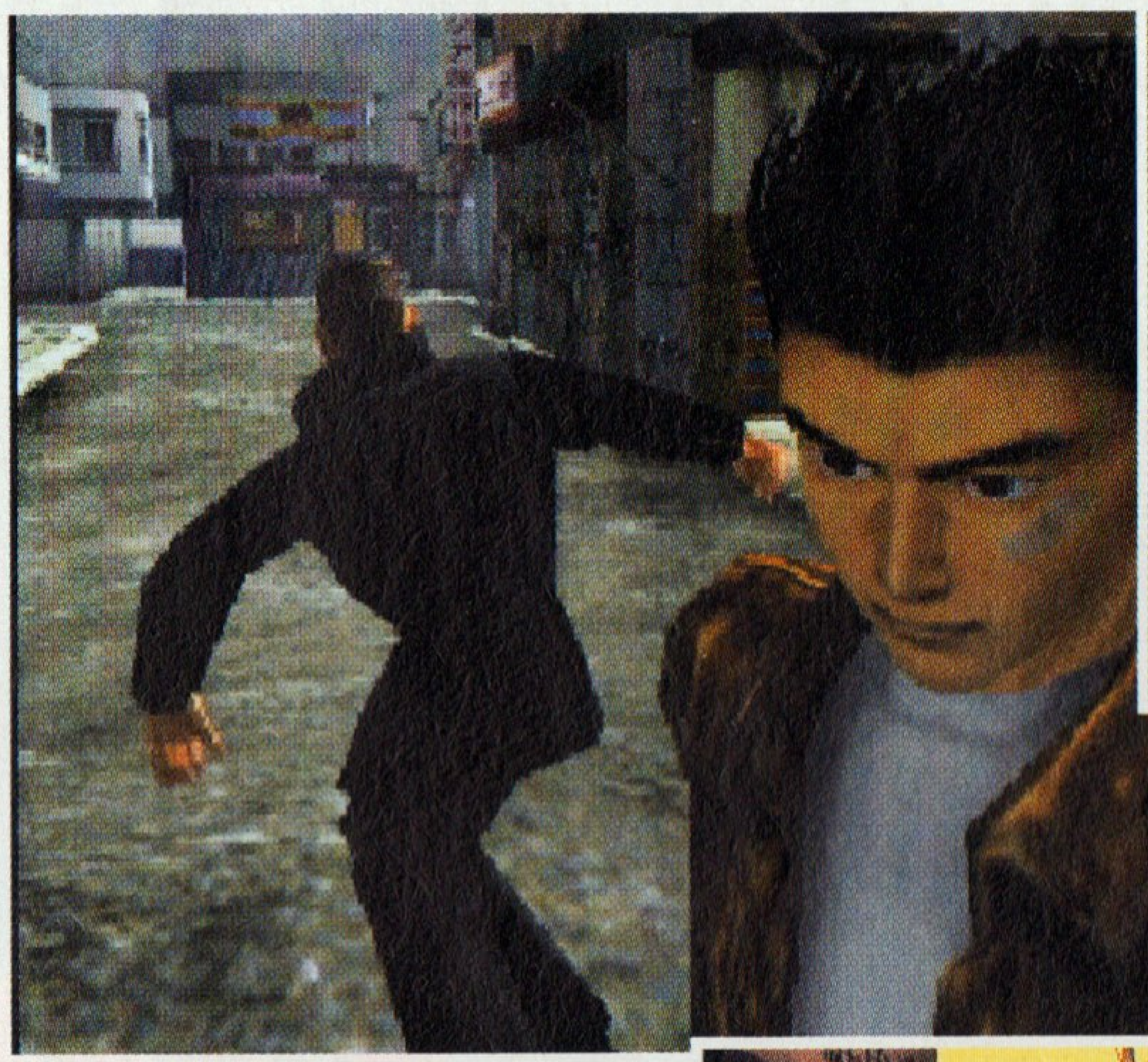
We've finally managed to get our mitts on a playable version and, if it lives up to the potential it shows, this promises to be a defining moment in videogaming history.

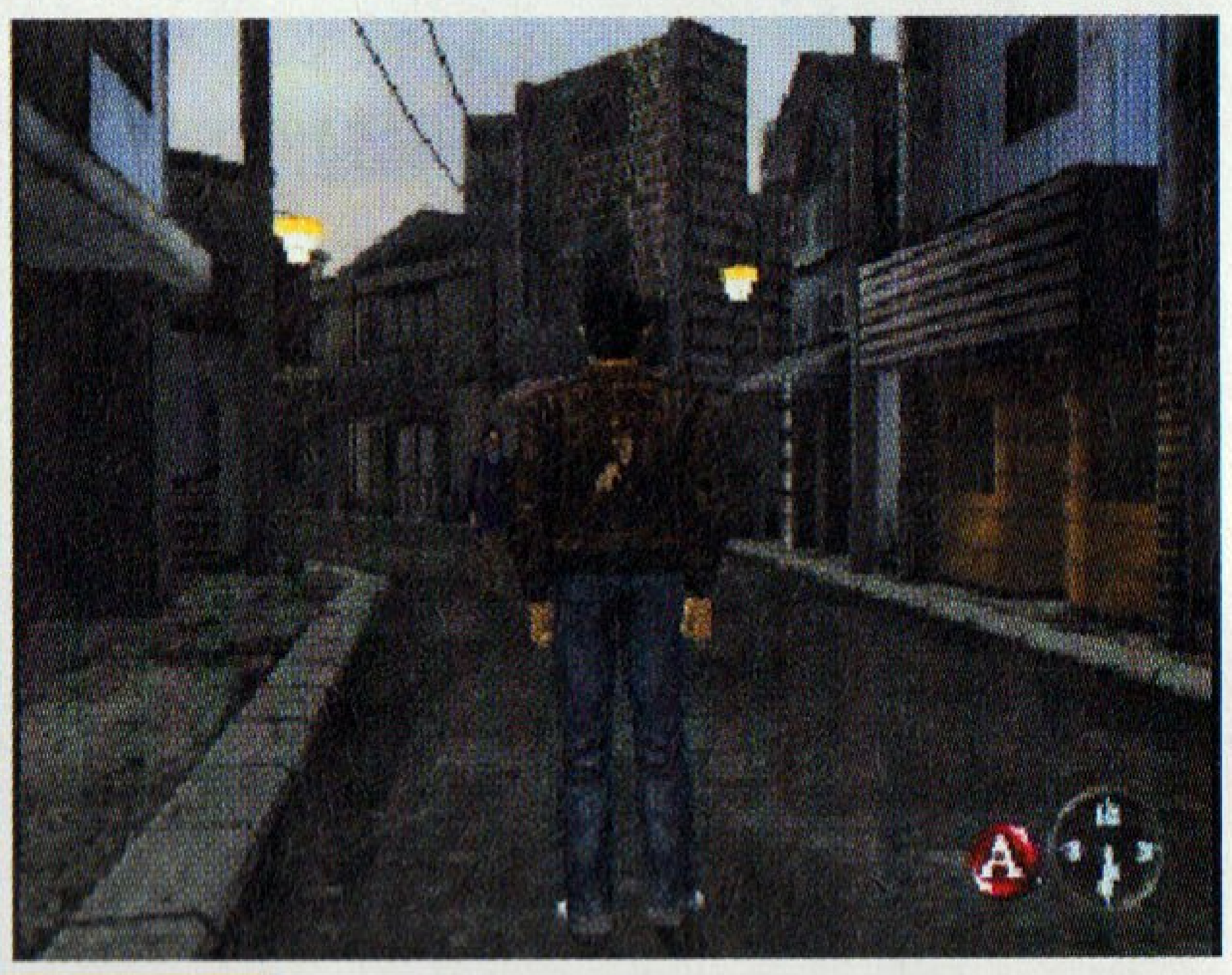
Hyperbole? No way! If the ultimate gaming environment consists of an incredibly interactive and life-like world then *Shenmue* is the closest thing we've yet seen to it. Its sheer scope is frighteningly large.

The major question mark left hanging over the game at the moment is when will it ever be released!? *Shenmue*'s already been split into two parts, each of which are to be released separately by Sega, because it was taking so long to complete. And, more recently, the Japanese release of the first part of the game was put back until the spring. Sega sure know how to keep us waiting...

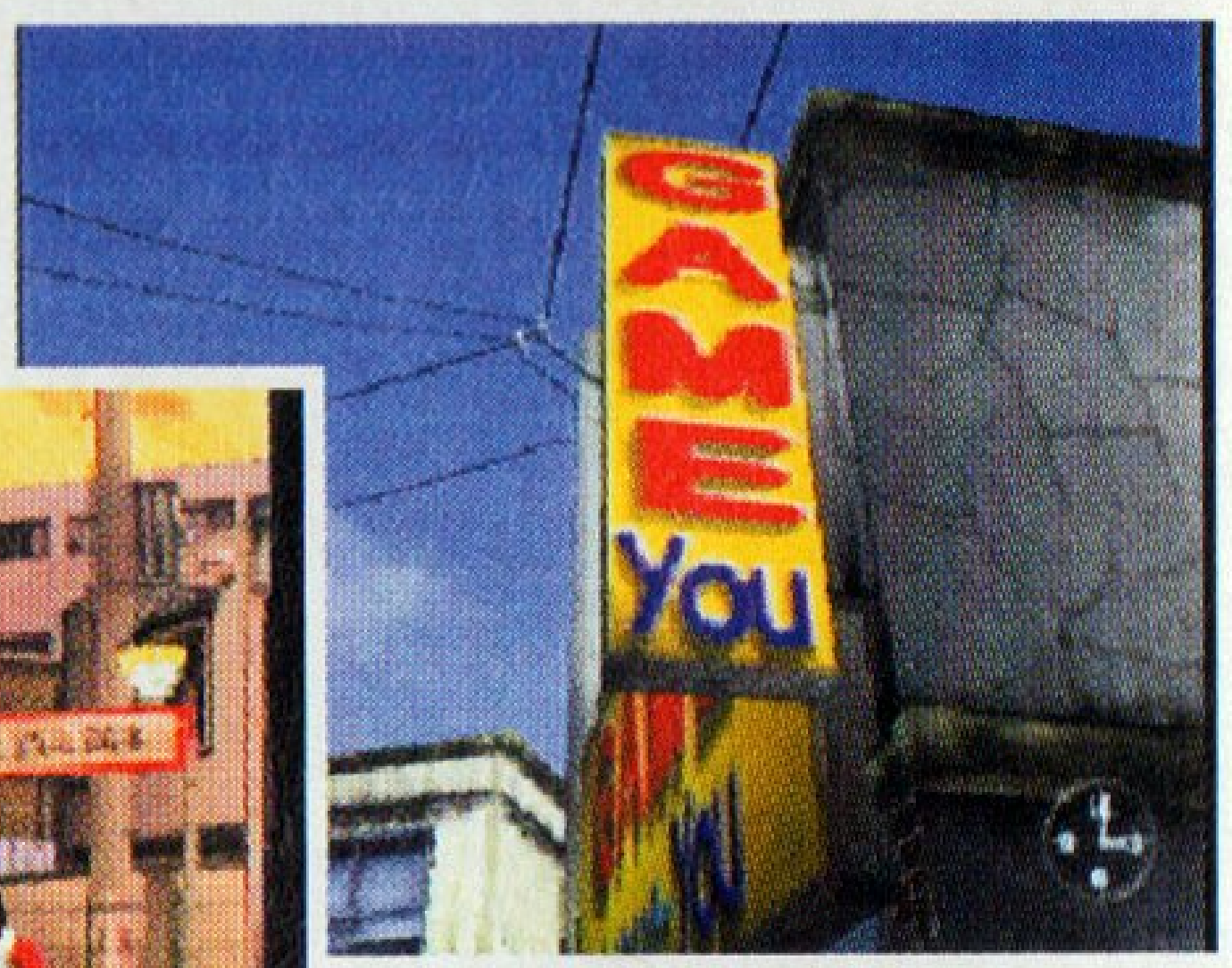
TIME PIECE!

Time is a central element to *Shenmue*. There's a clock face in the corner of the screen and, as the day progresses (via 'accelerated time'), you can see the sun set and the streets get darker.

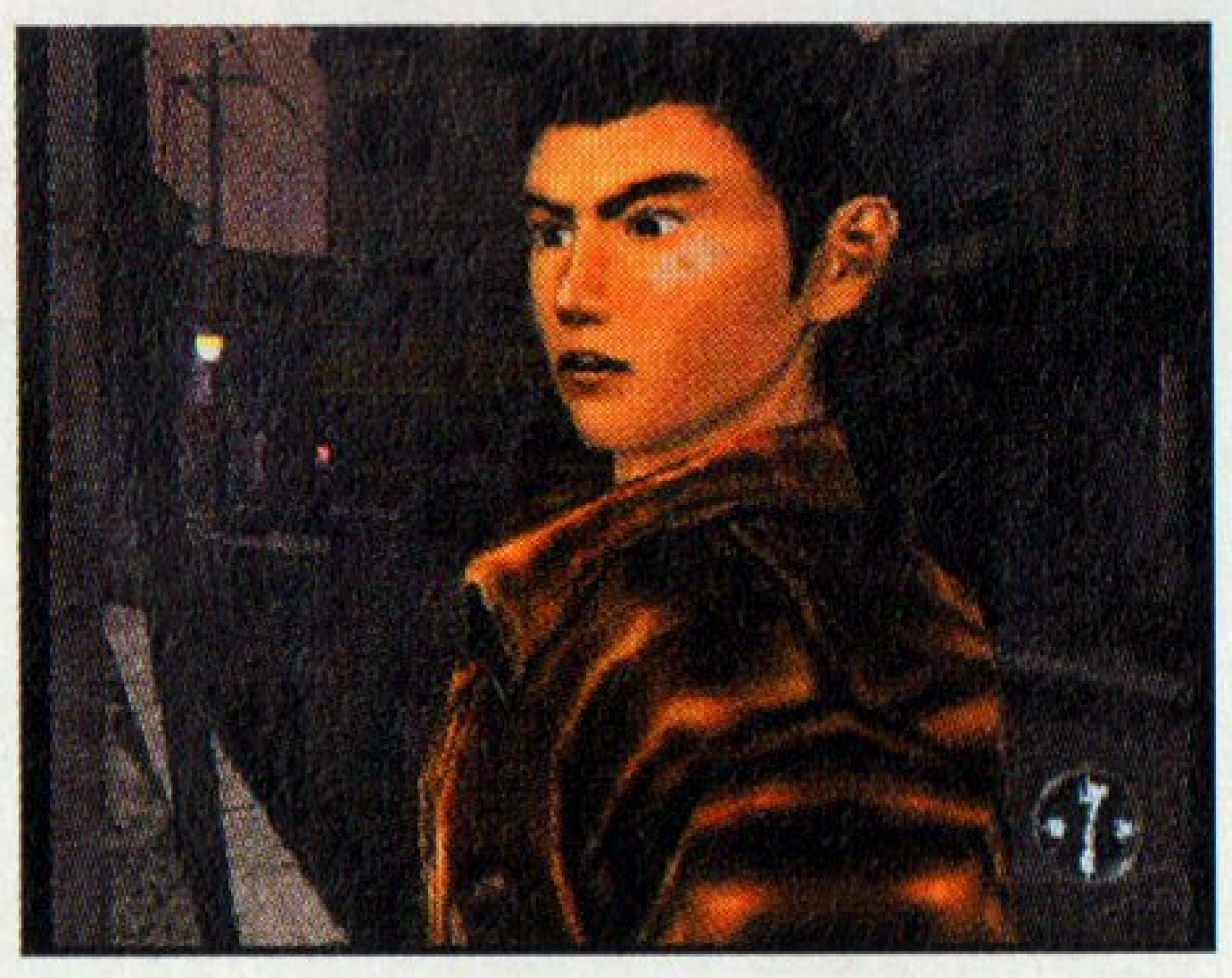




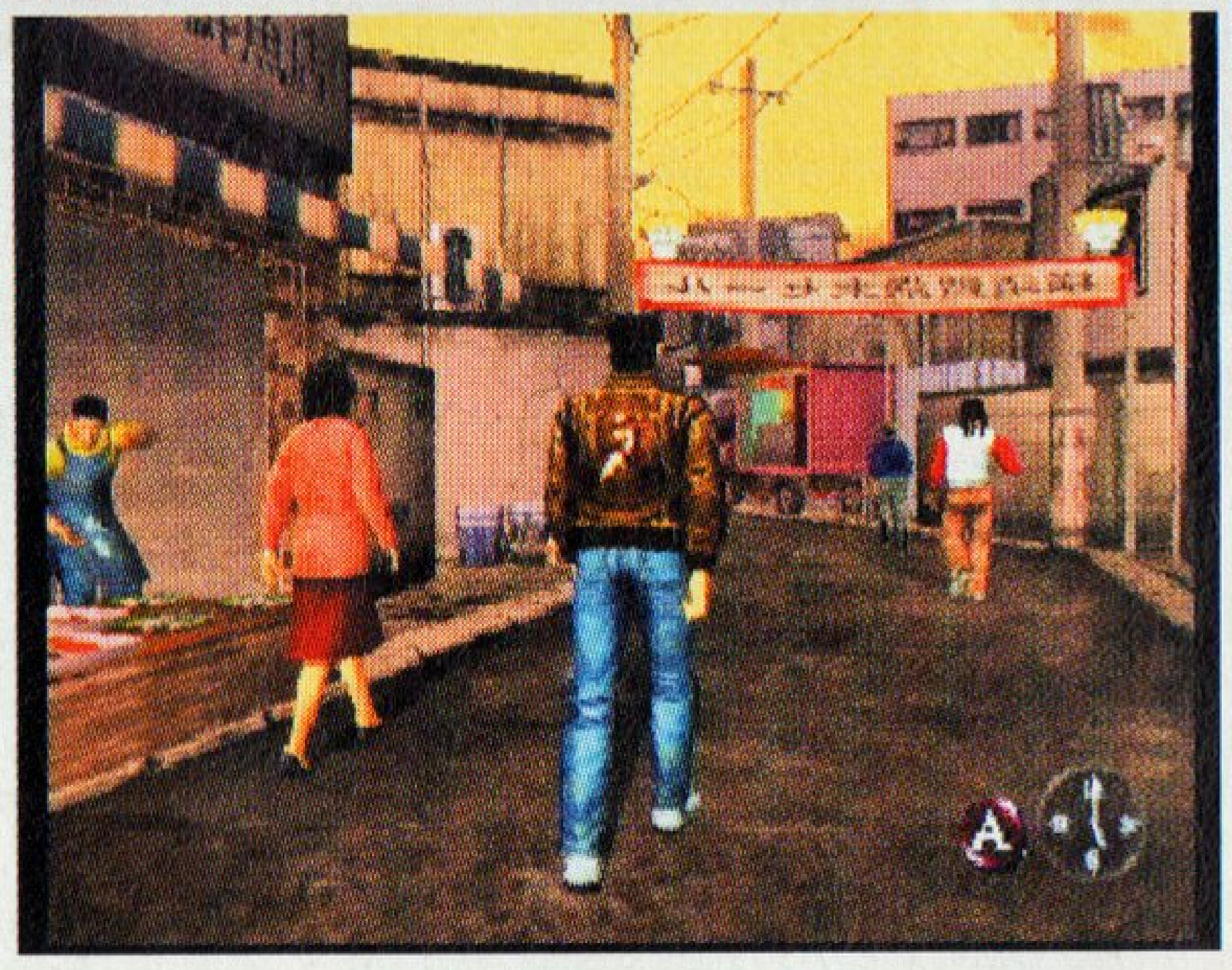
▲ As the day progresses, the streets become darker and darker and...



▲ Even the detail in the sky and clouds hasn't been overlooked.



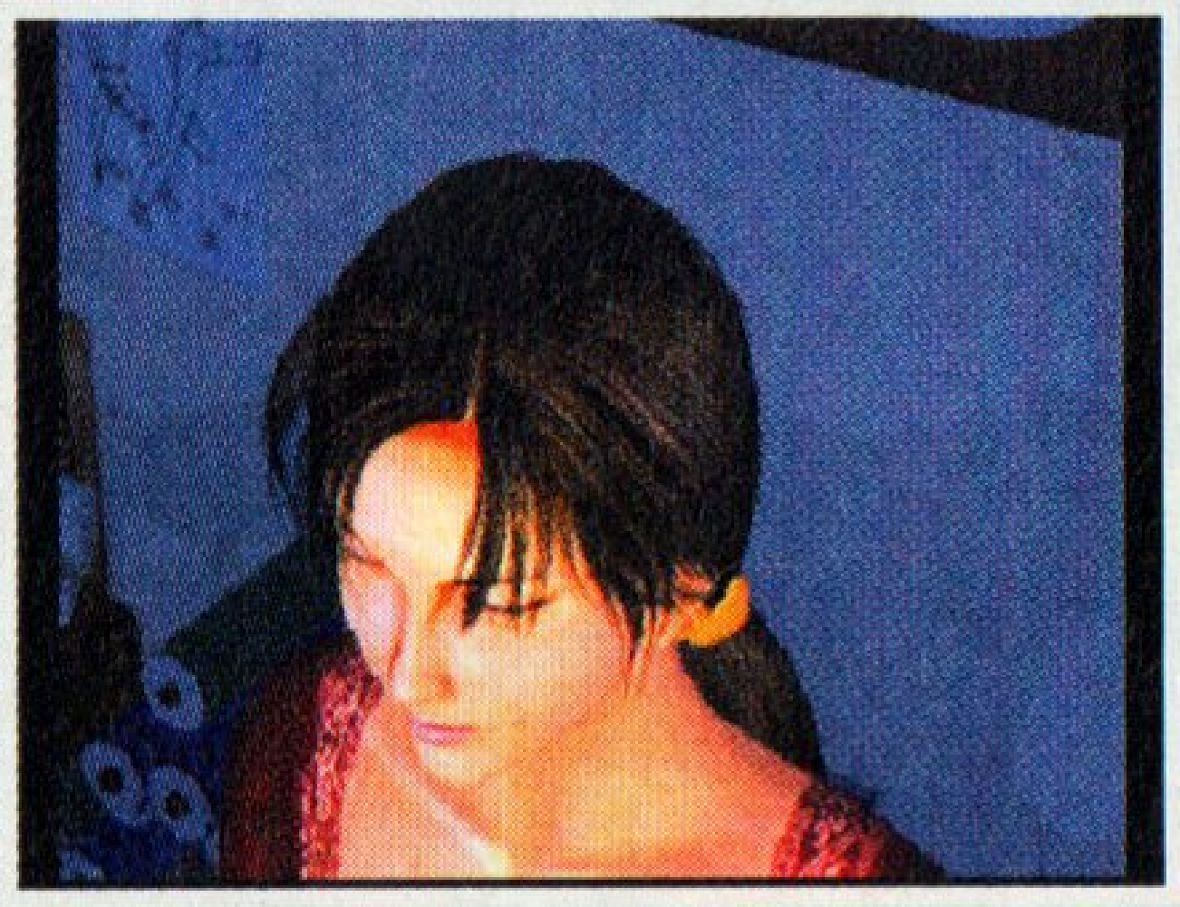
▲ If you don't complete your task before total darkness it's game over...



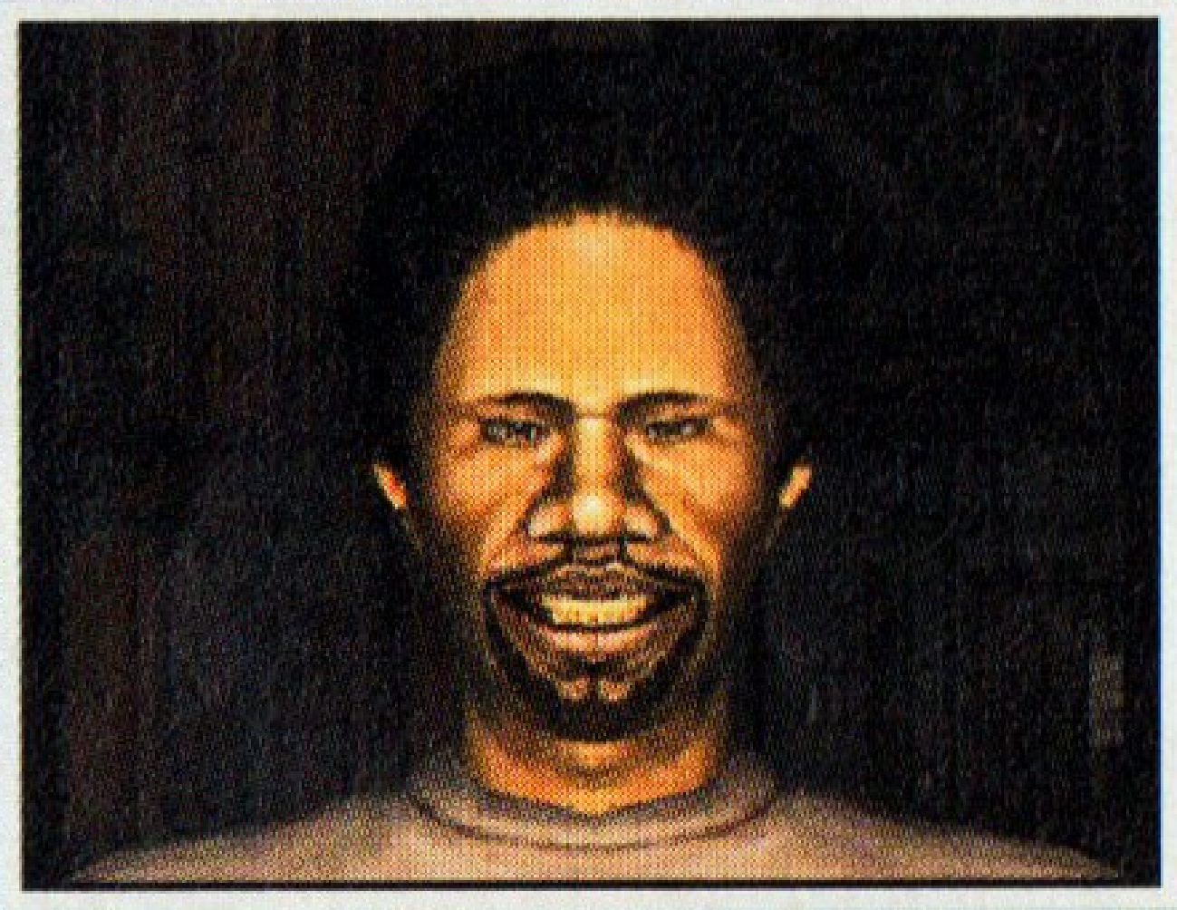
◀ Sunset looks particularly spectacular.

SOUND ADVICE!

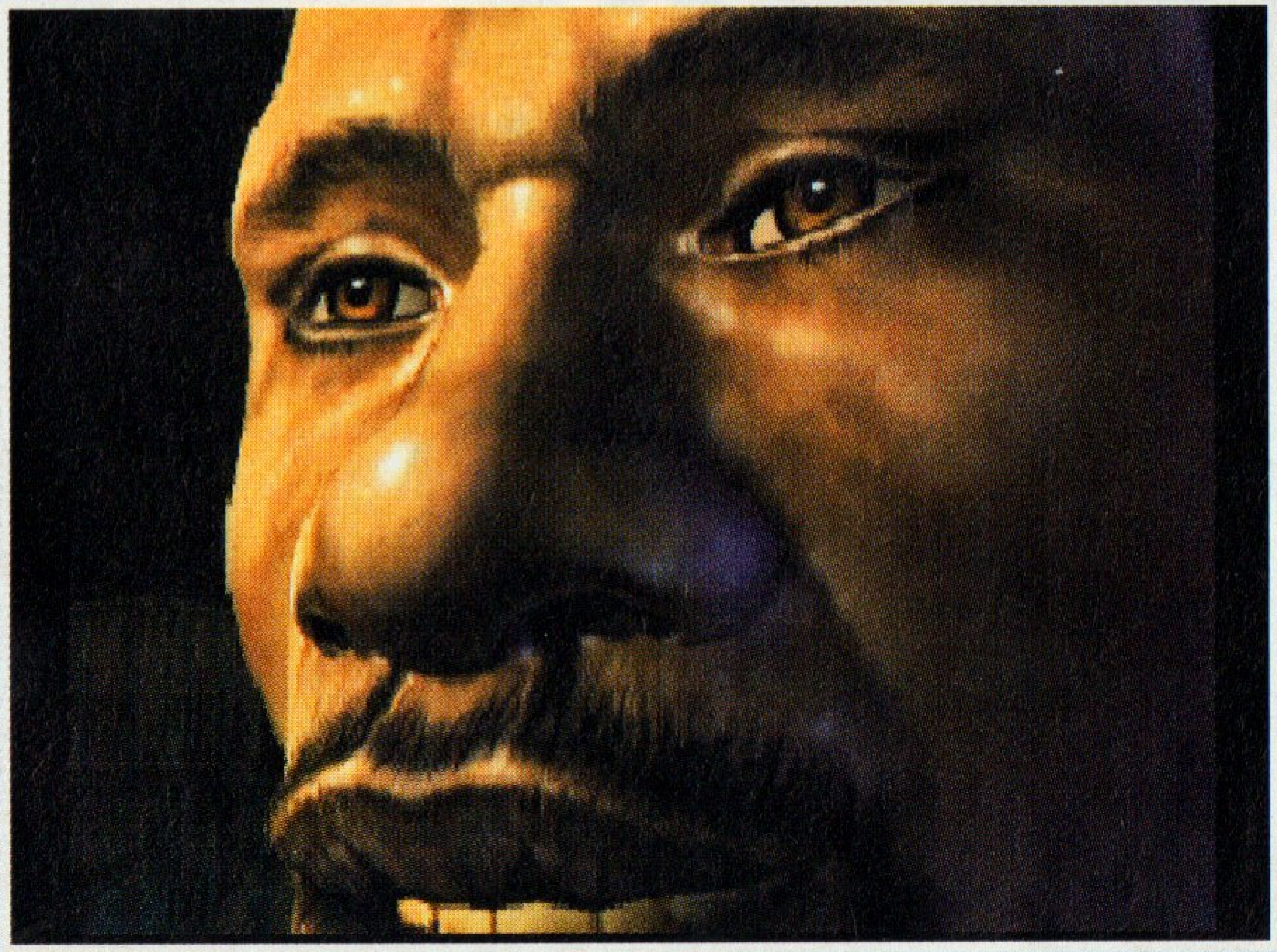
Before you start the game it's possible to listen to four characters giving you background information about *Shenmue* and how to survive the streets of Hong Kong.



▲ We have no idea what this lovely lady's got to say – it's all in Japanese.

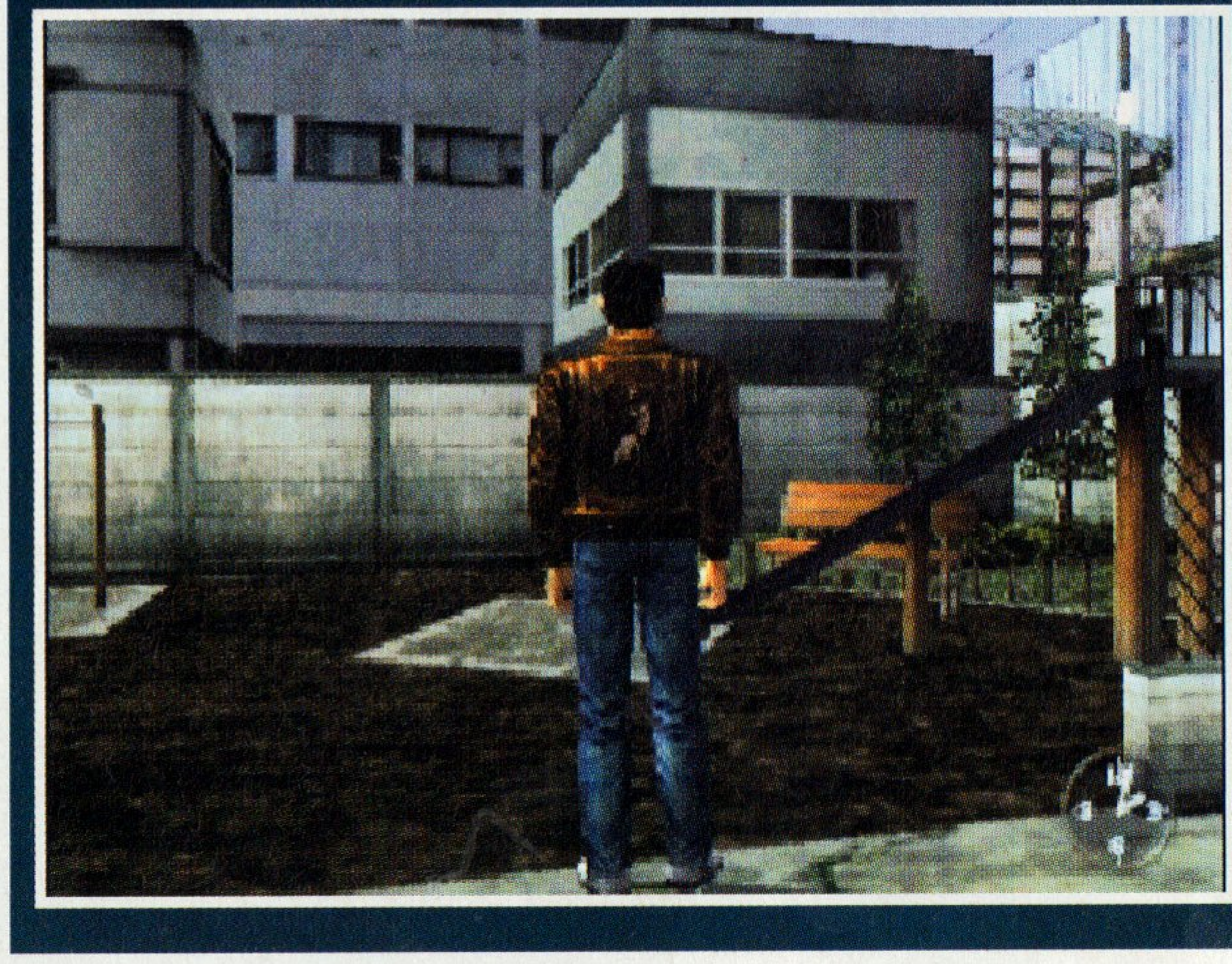


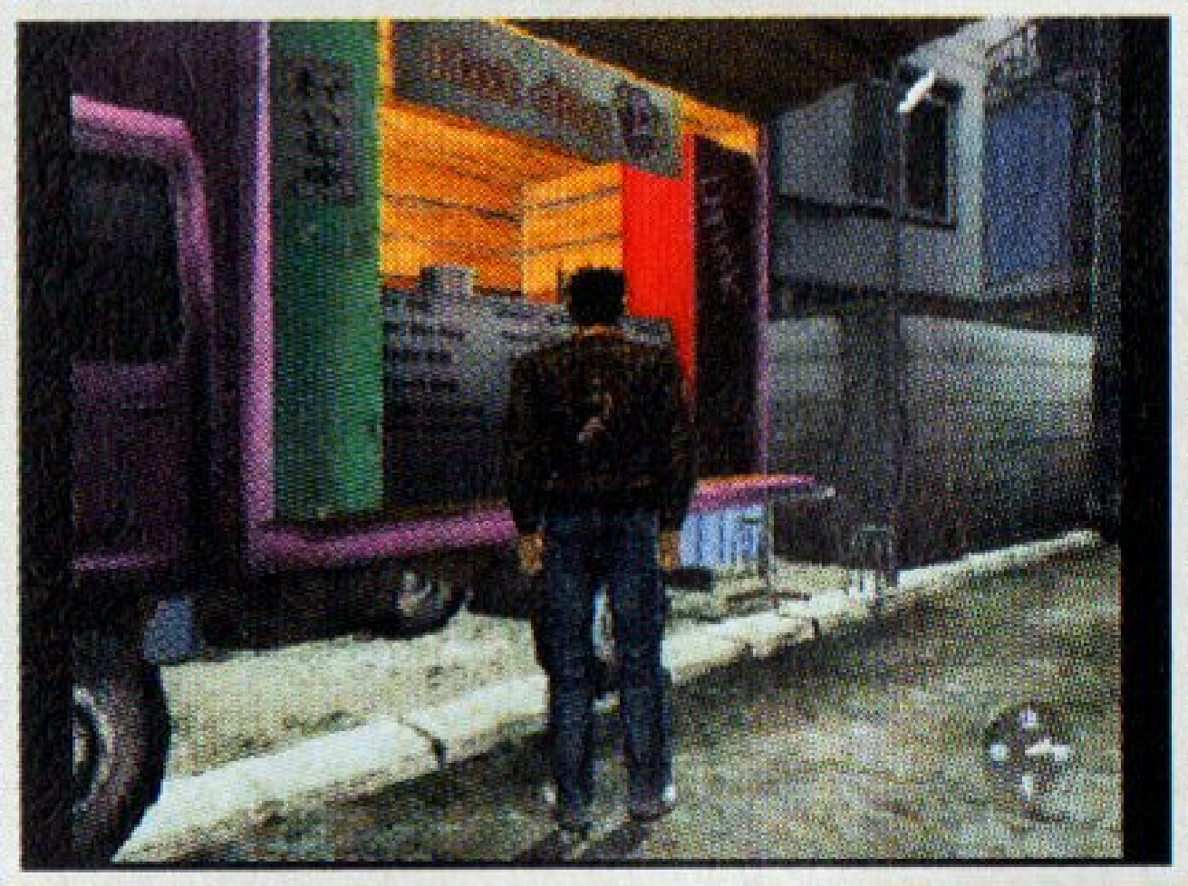
▲ This geezer offers you a part-time job operating a fork-lift truck!



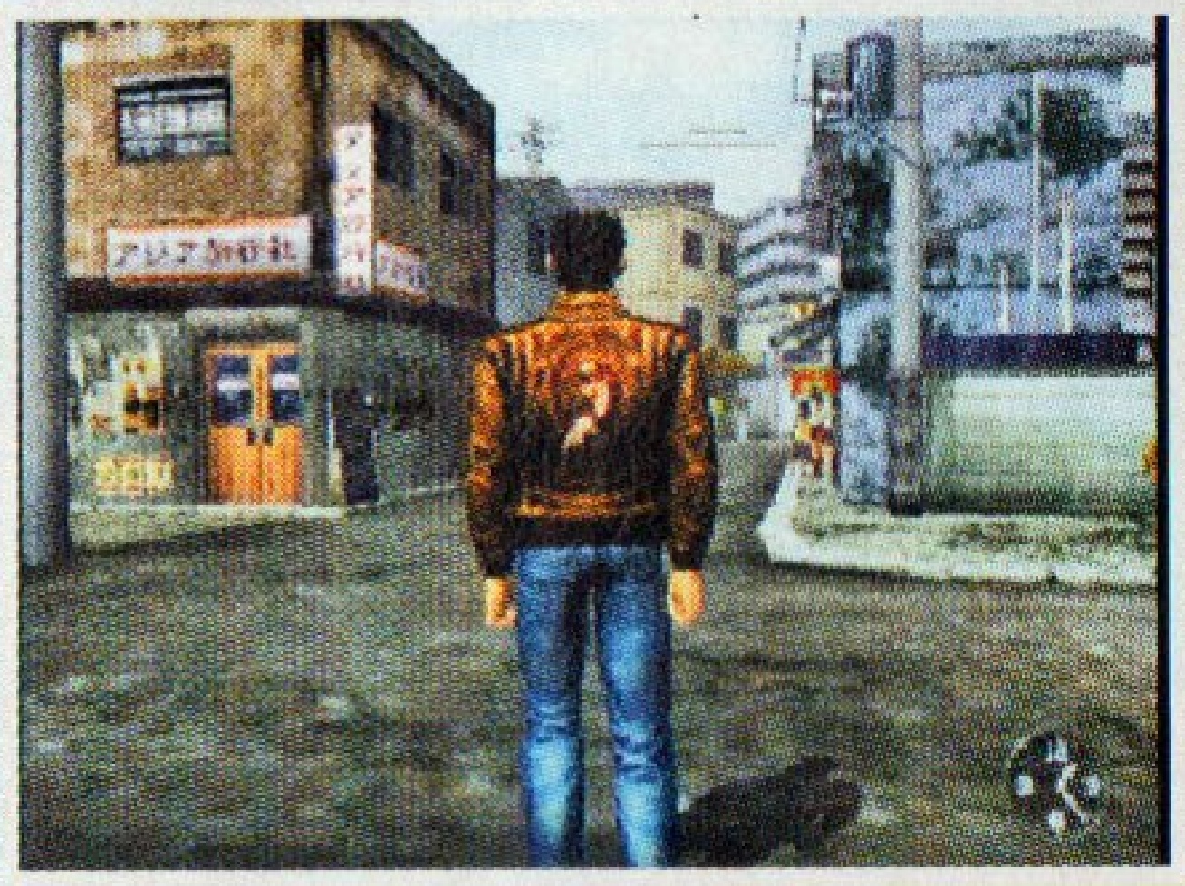
ENVIRONMENTAL CONTROL!

Shenmue boasts the most realistic-looking environments ever seen in a game. The level of detail is just incredible!





▲ Every single object has a huge amount of detail to it, even the pavements!



DEVELOPER: SEGA
PUBLISHER: SEGA

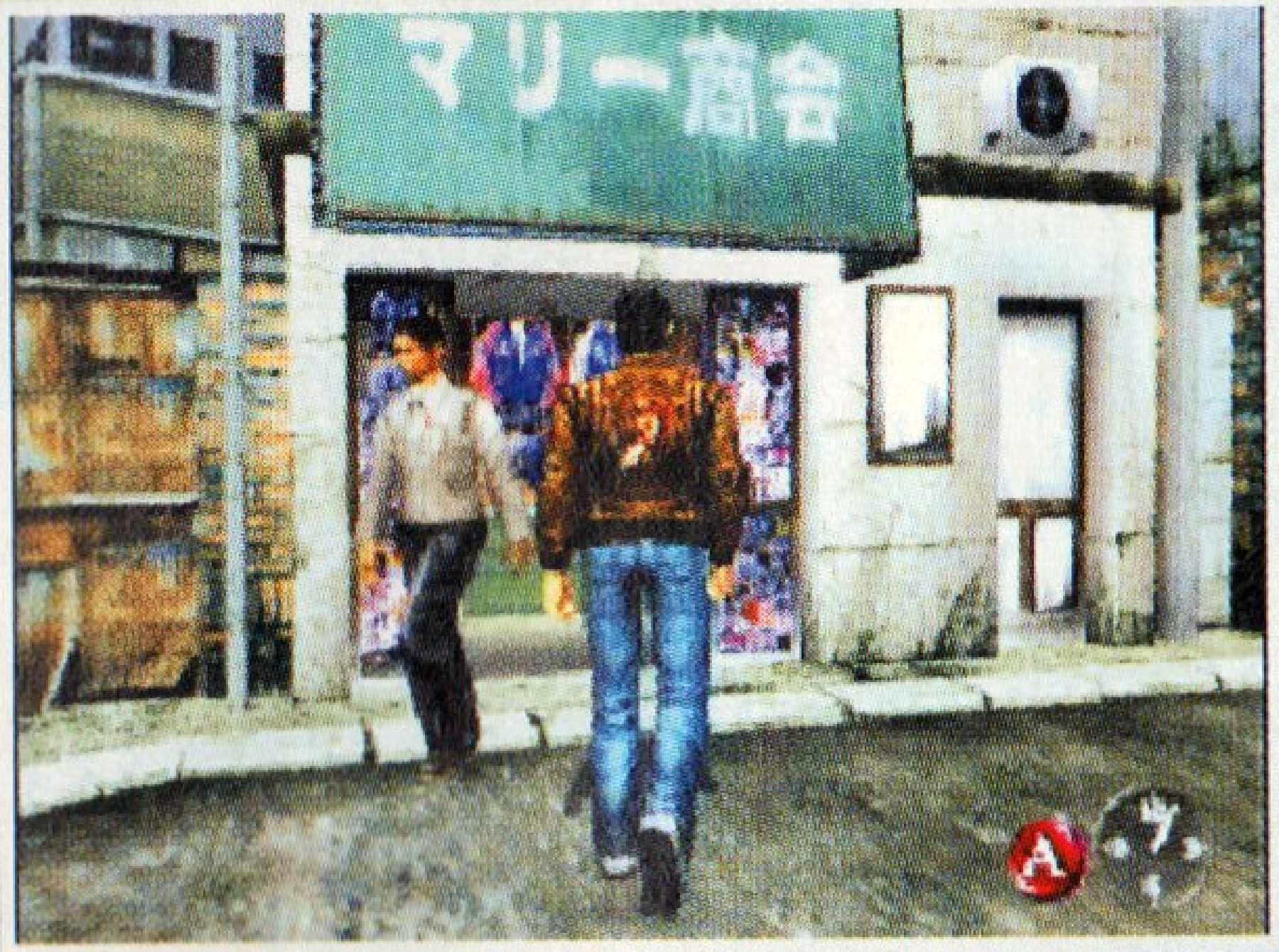
CALL: 0181 995 3399
PLAYERS: ONE

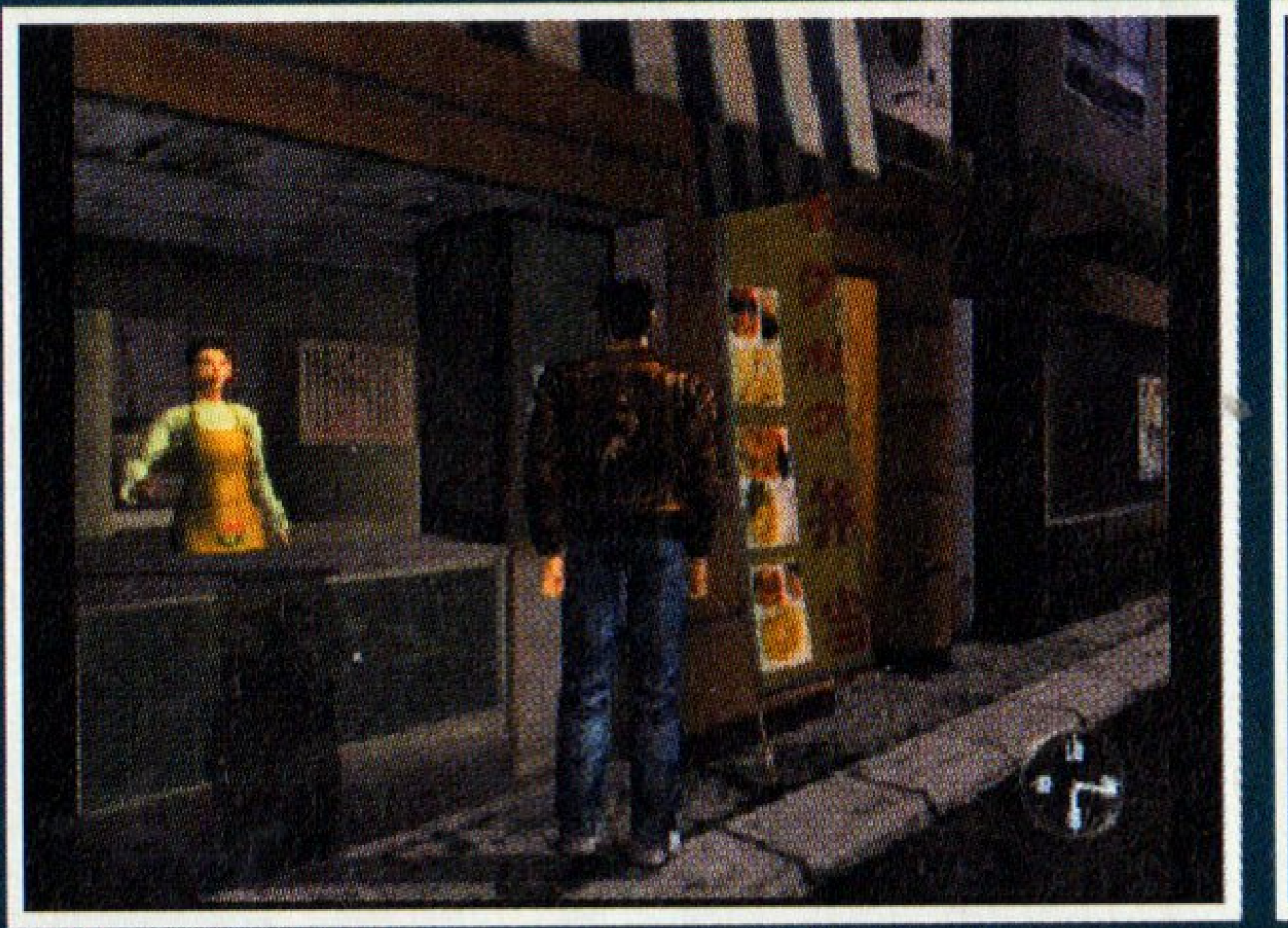
SPECIAL FEATURES: VMS
OTHER FORMATS: NONE

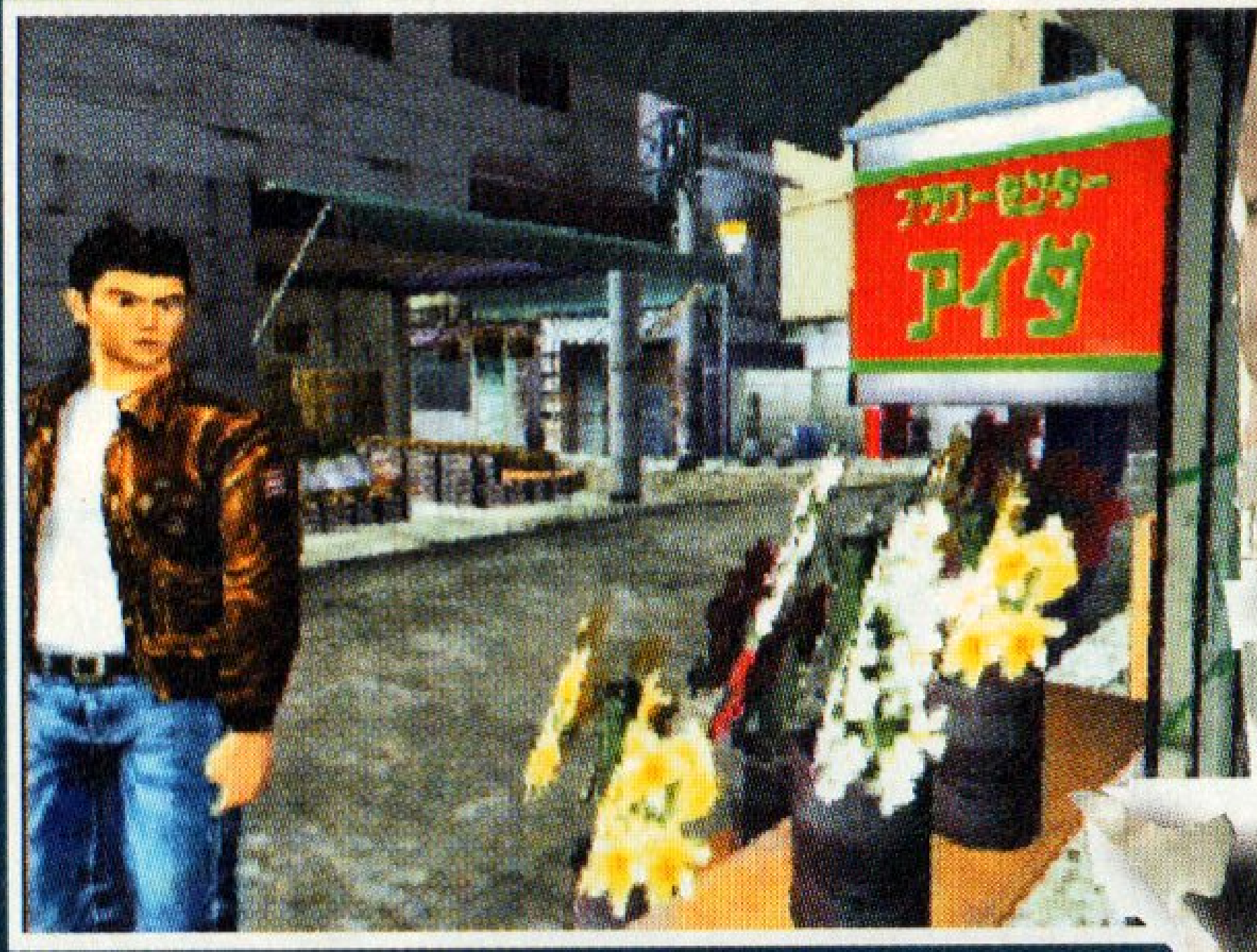
SHENMUE

DISTRICT COUNCIL!

In much the same way that the environments in GM-favourite *Driver* were accurate replicas of cities, Sega are hoping to do the same in *Shenmue*. So if you know your way round Kowloon in real life, you'll be able to negotiate it in the game.

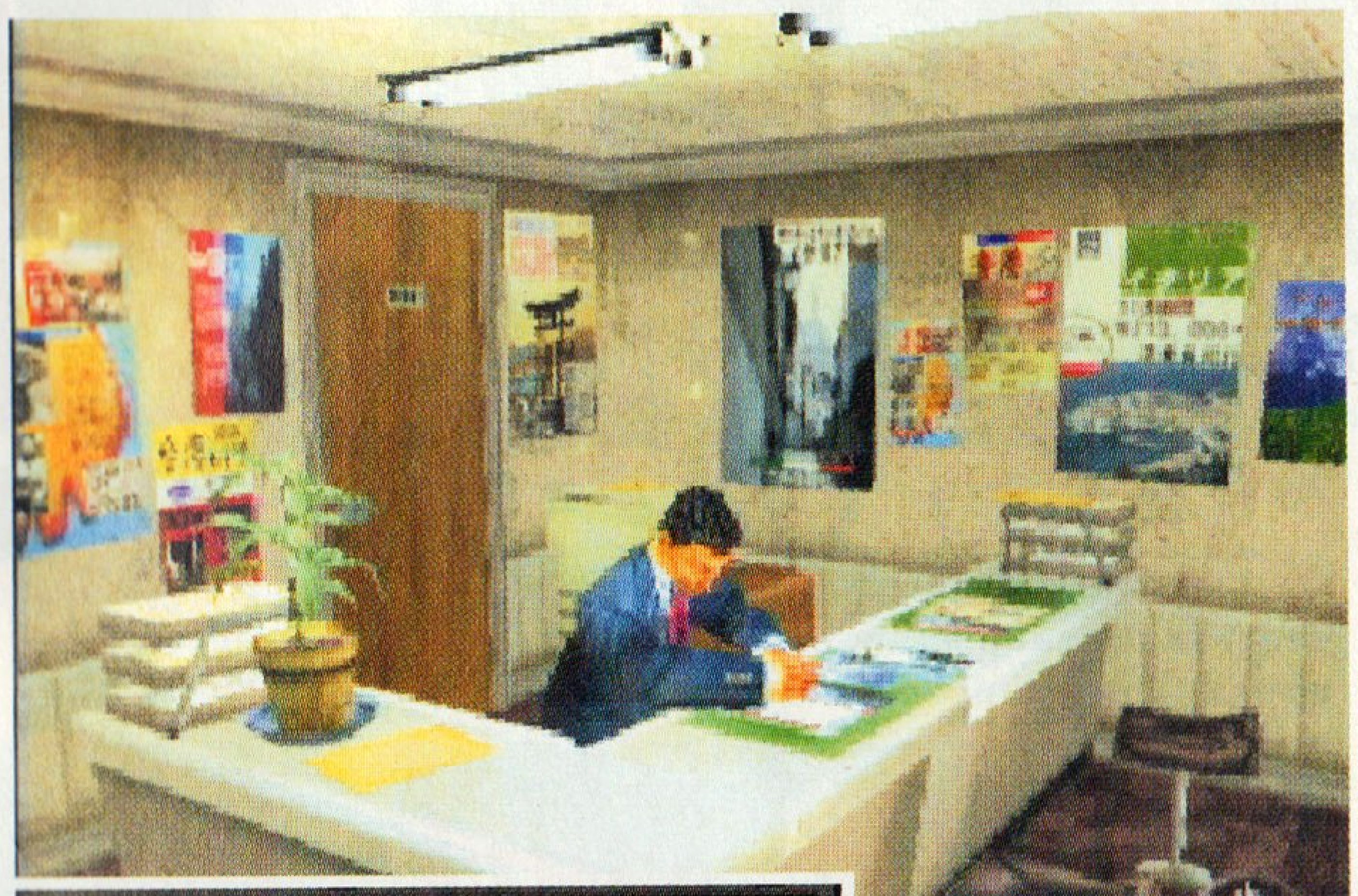

▲ The streets are populated by dozens of other characters all going about their normal day-to-day business.

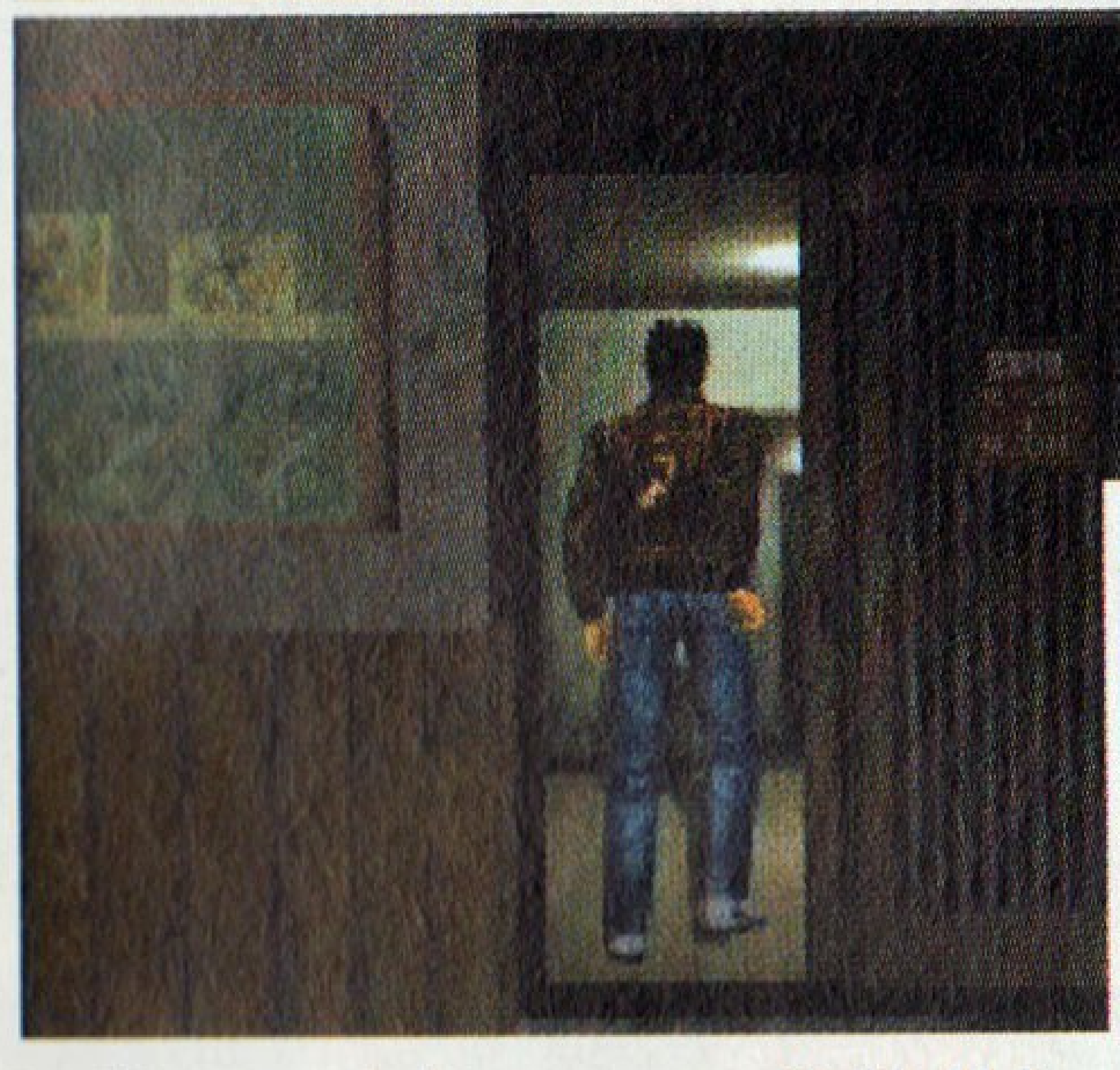

▲ *Shenmue* has the best-looking street scenes we've ever set eyes on, making the whole scenario more believable.

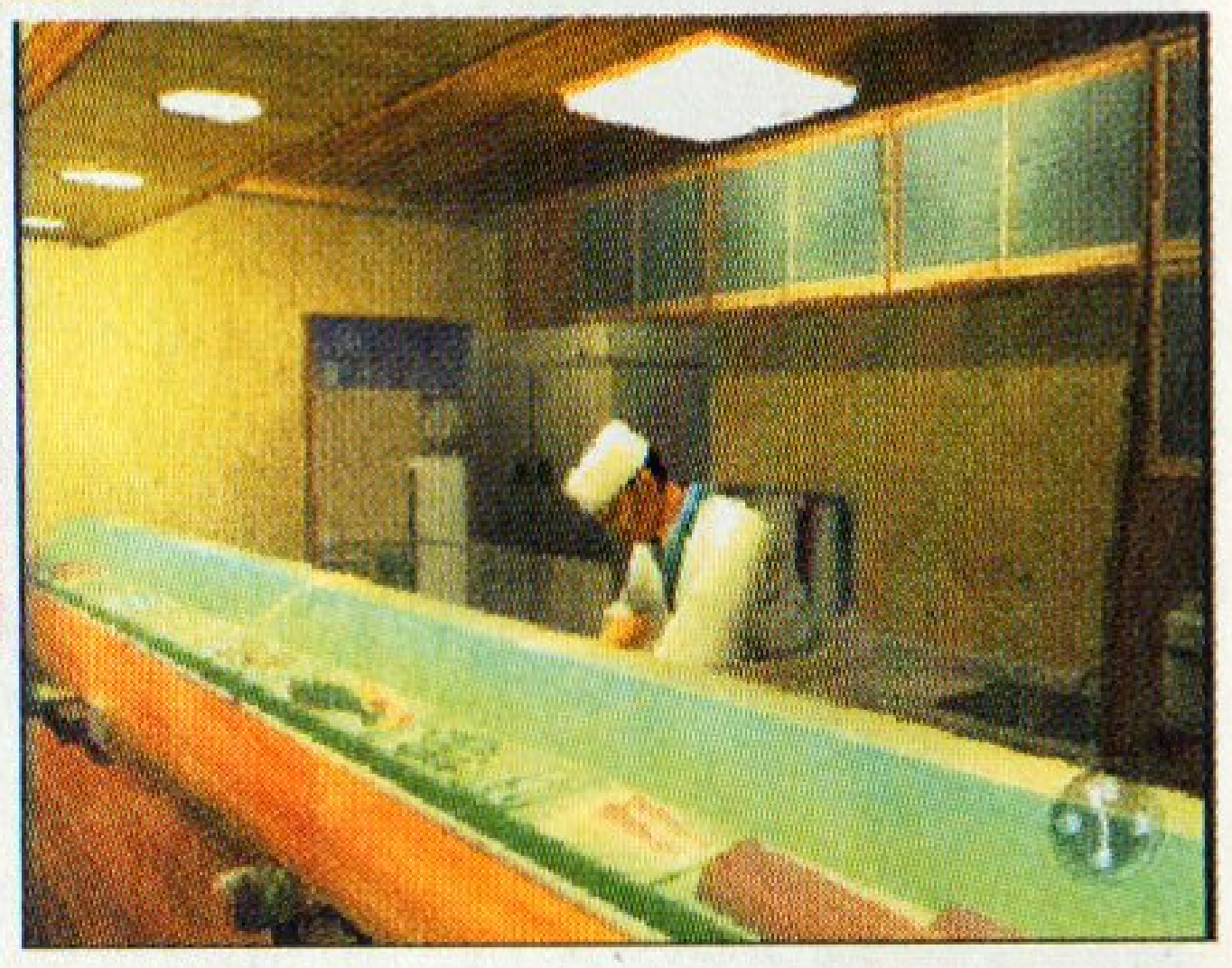

▲ Ryo is obviously tempted by that lovely bunch of daffs but wisely decides to save his money.

OPEN HOUSE!

As long as the door isn't locked or boarded up, you can enter just about every building you pass, including shops and bars.

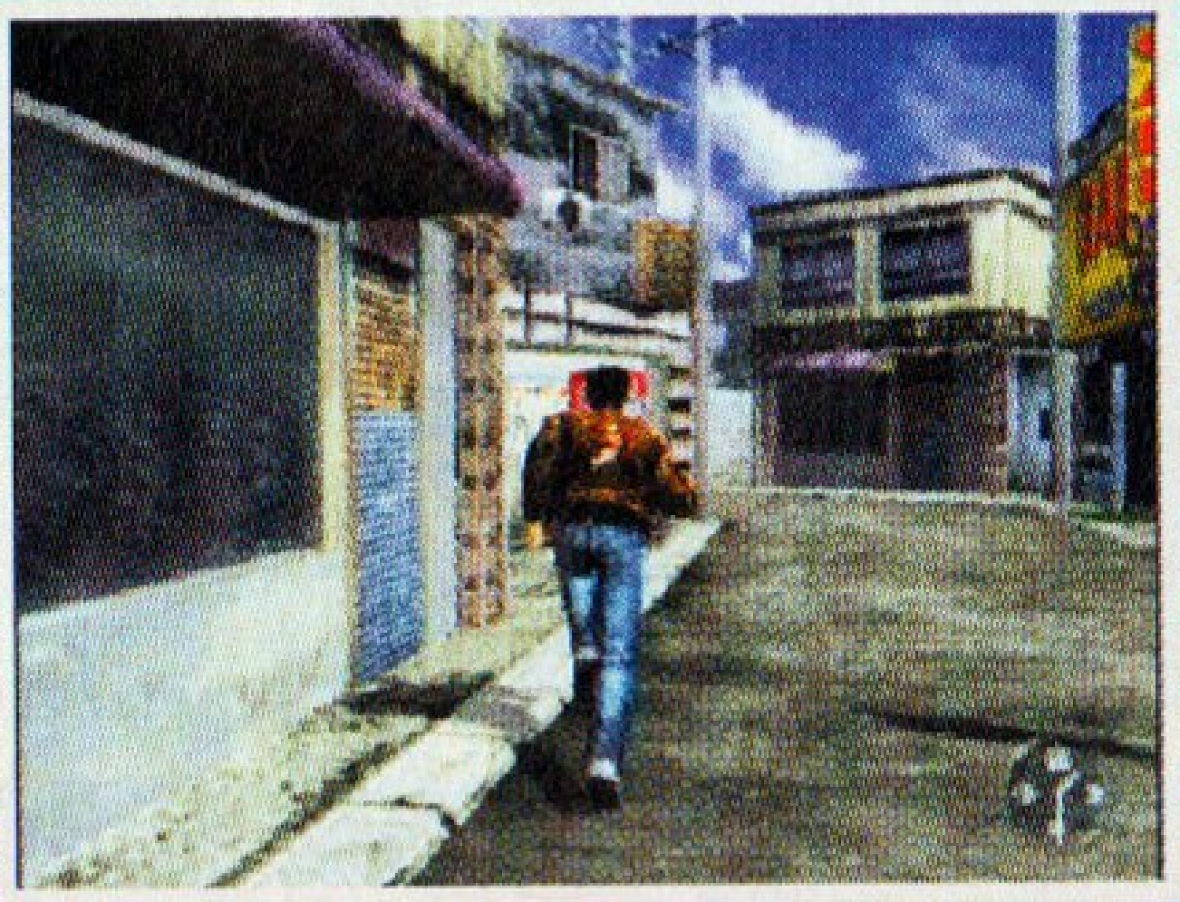

▲ We're not entirely sure what help this travel agent will be...

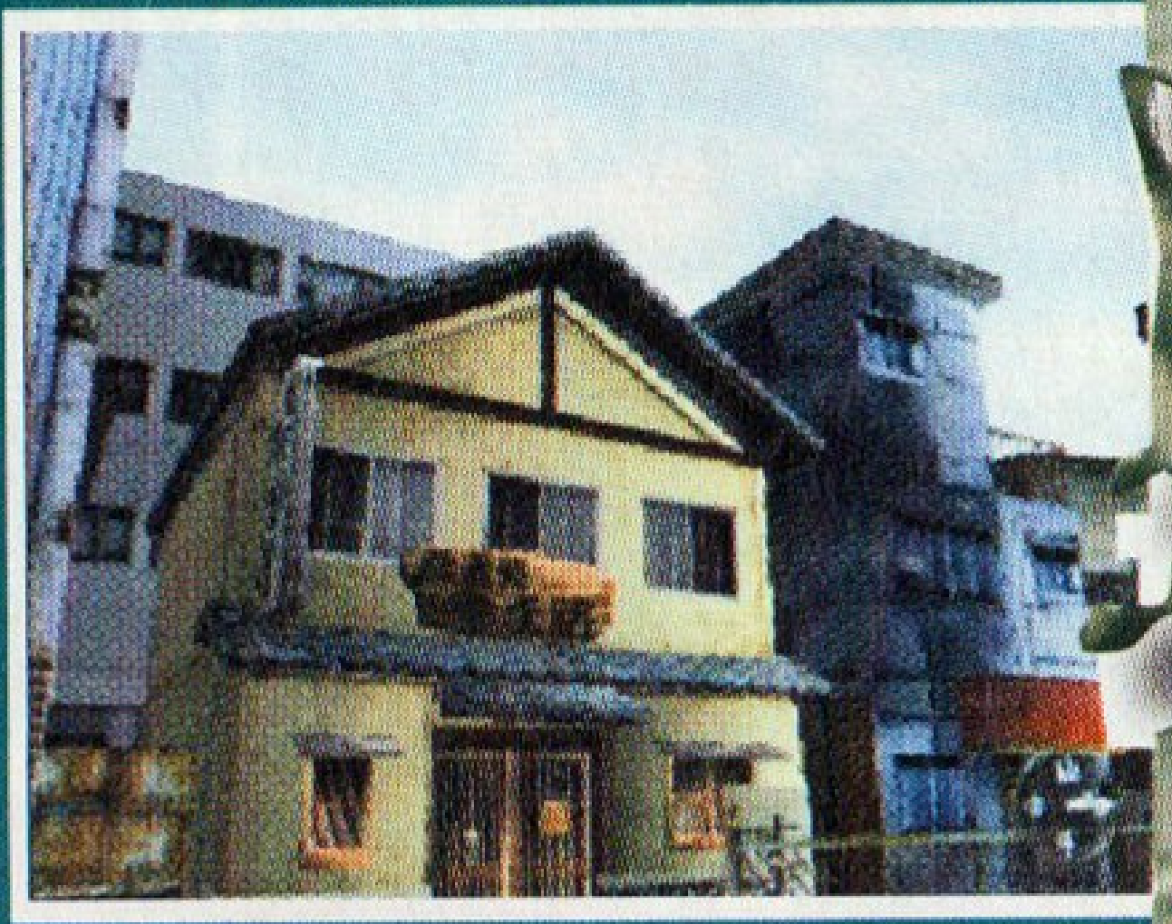


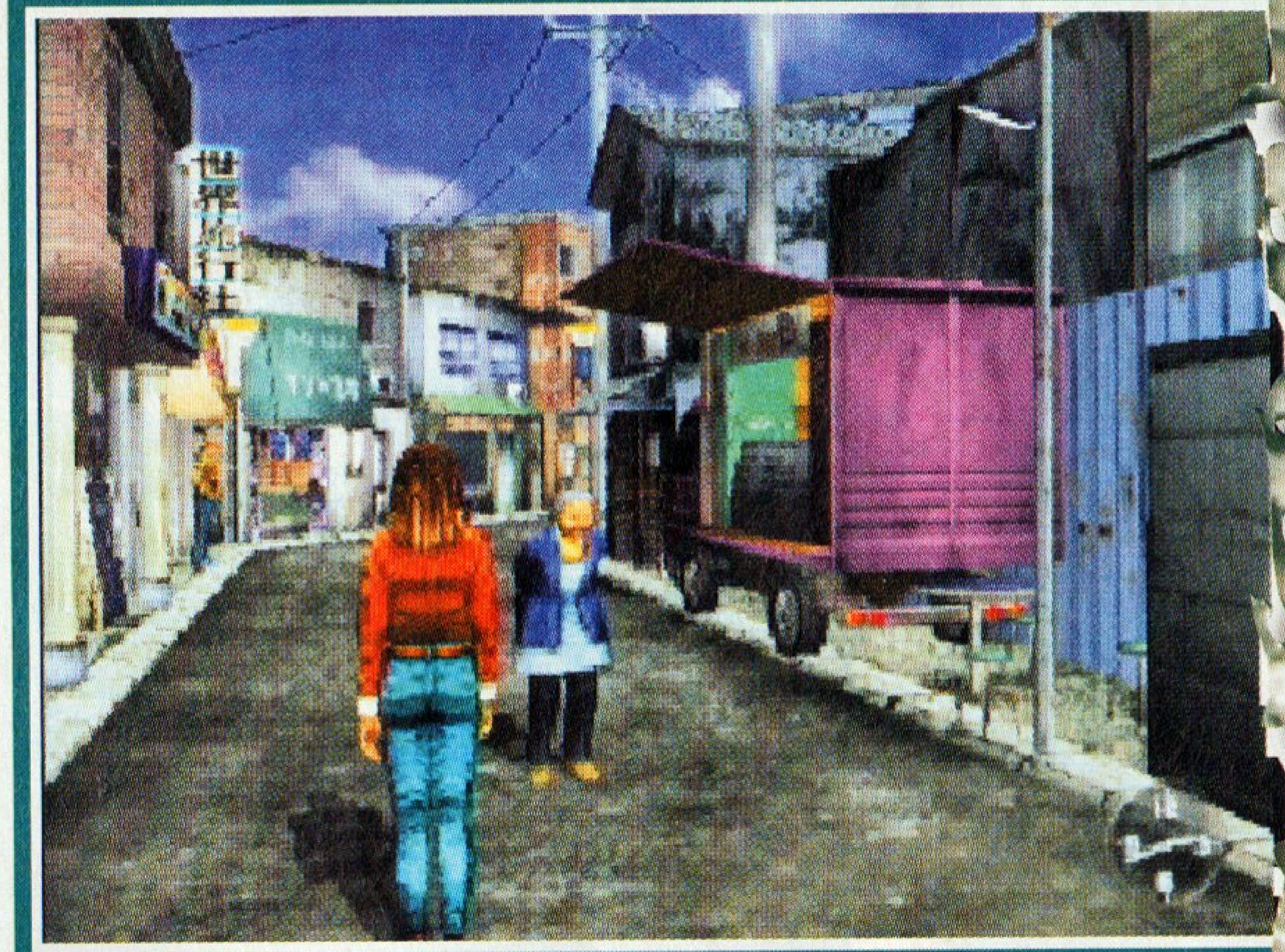

► When we tried to converse with this bloke he wasn't very happy to see us. We didn't want any of his poxy raw fish anyway.

SPIN ME RIGHT ROUND!

The D-pad moves your character around, with L allowing you to run while the analogue stick lets you have a look.

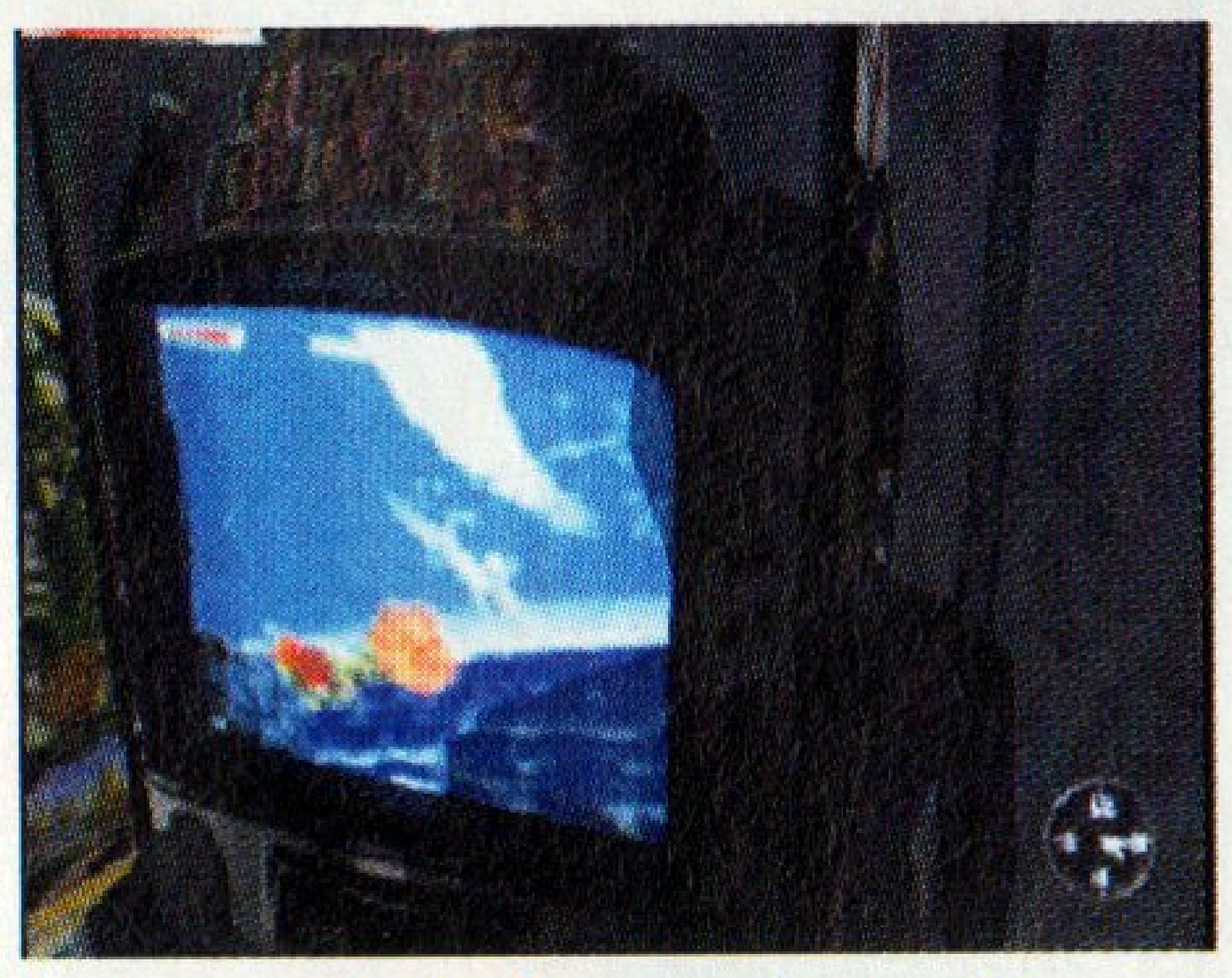

▲ You'll need to nip round the place so that you don't run out of daylight.

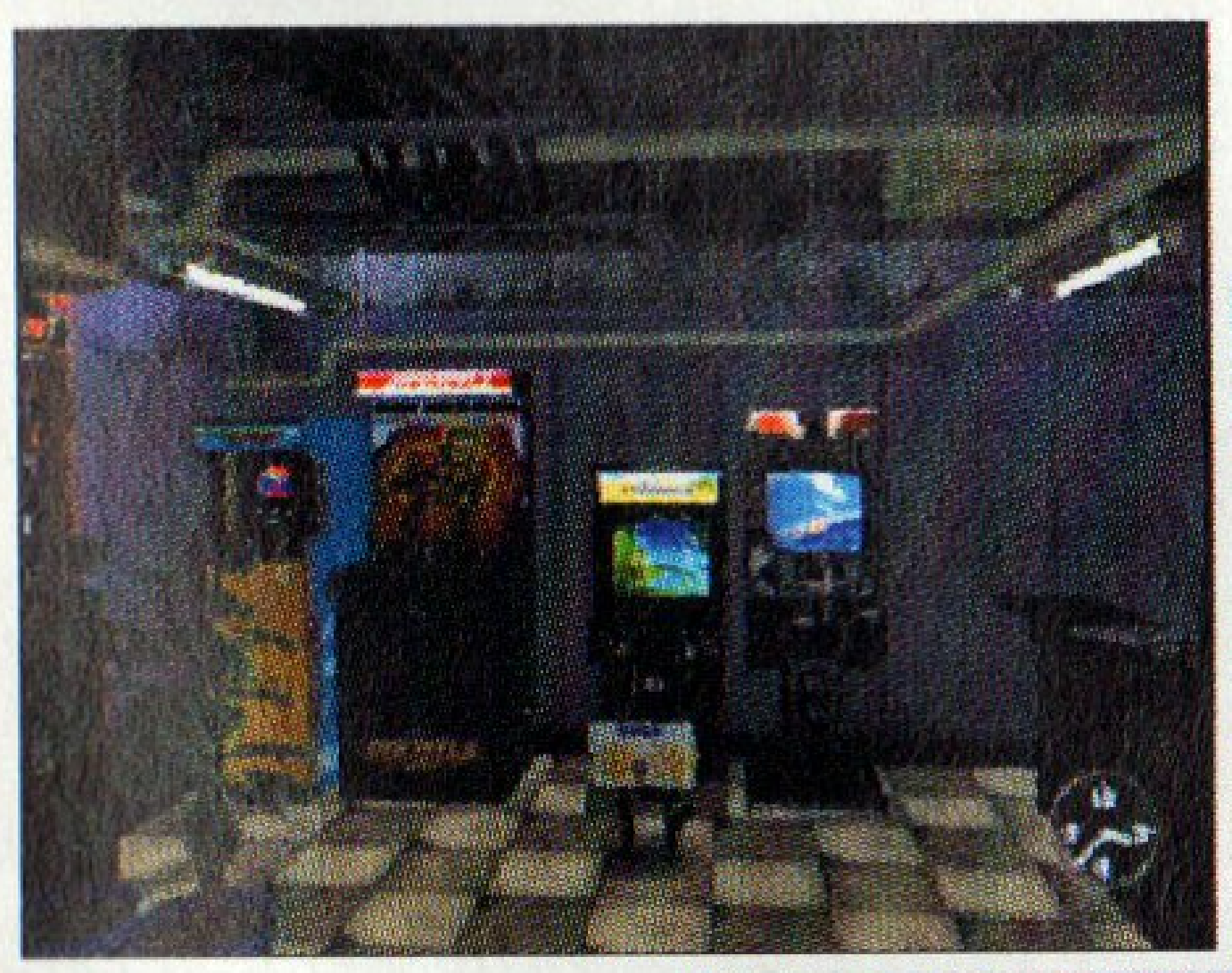

▲ First-person mode allows you to take a closer look at things...

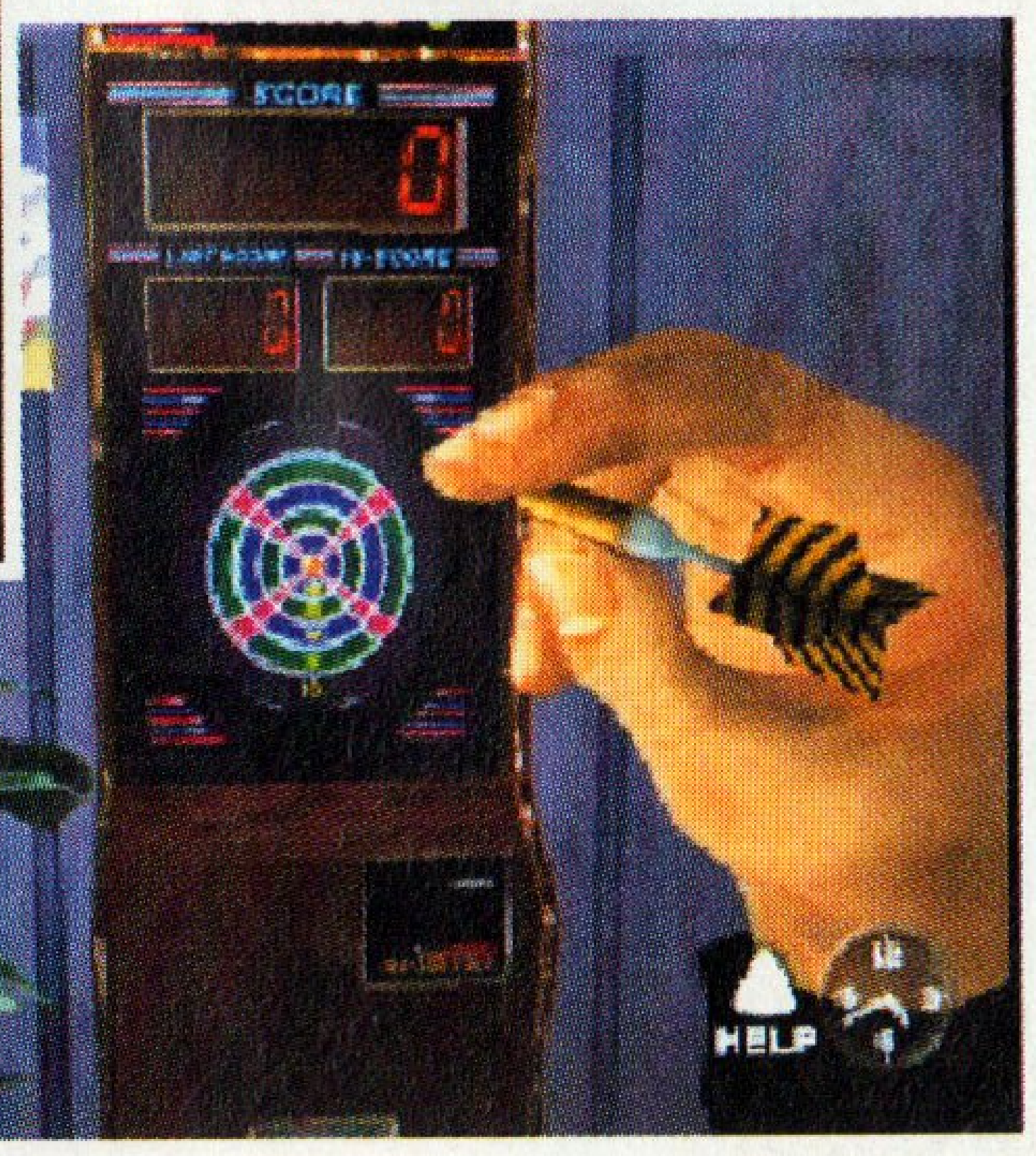


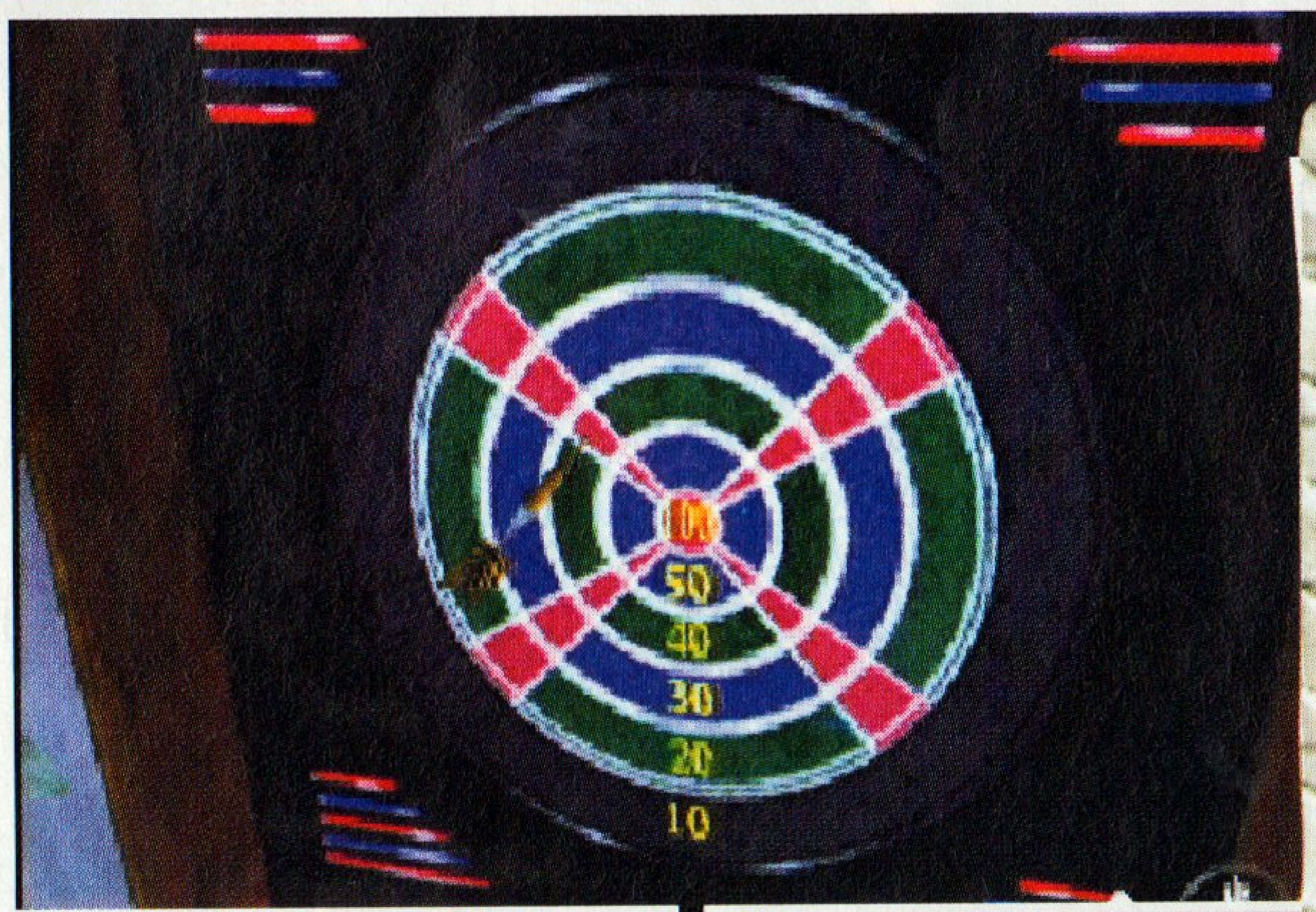
ARCADE HEAVEN!

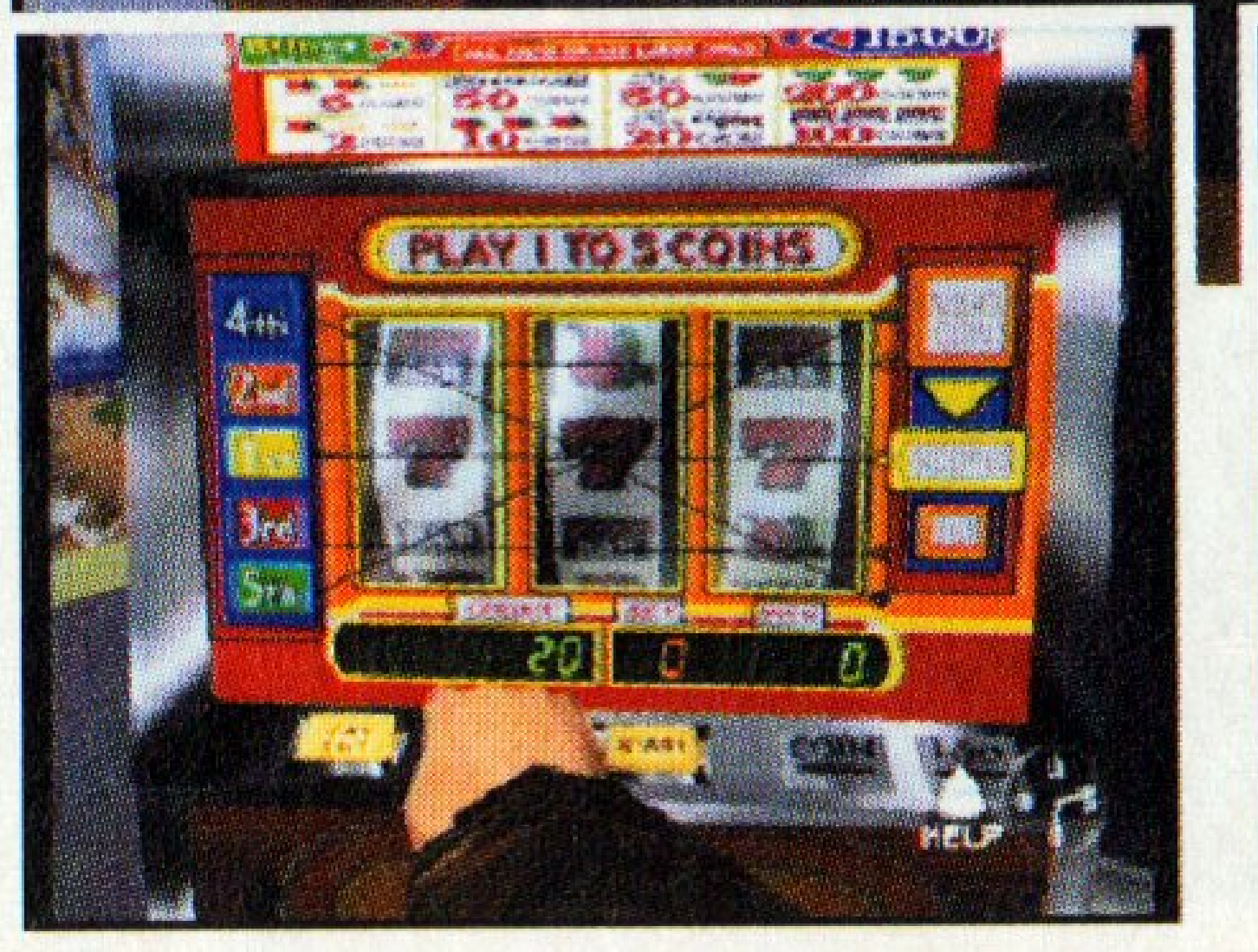
In what must surely rate as one of the most post-modern moments in gaming history, *Shenmue* allows you to enter a seedy games emporium full of Sega coin-ops *and actually play on them.* This is also your opportunity to lose all your cash on a one-arm bandit.


▲ Fancy a bit of retro arcade flying? *Shenmue*'s got it all!


▲ Tsk, computer games make you go cross-eyed, y'know.


► Can't beat a good game of darts. Well, all right, you can...

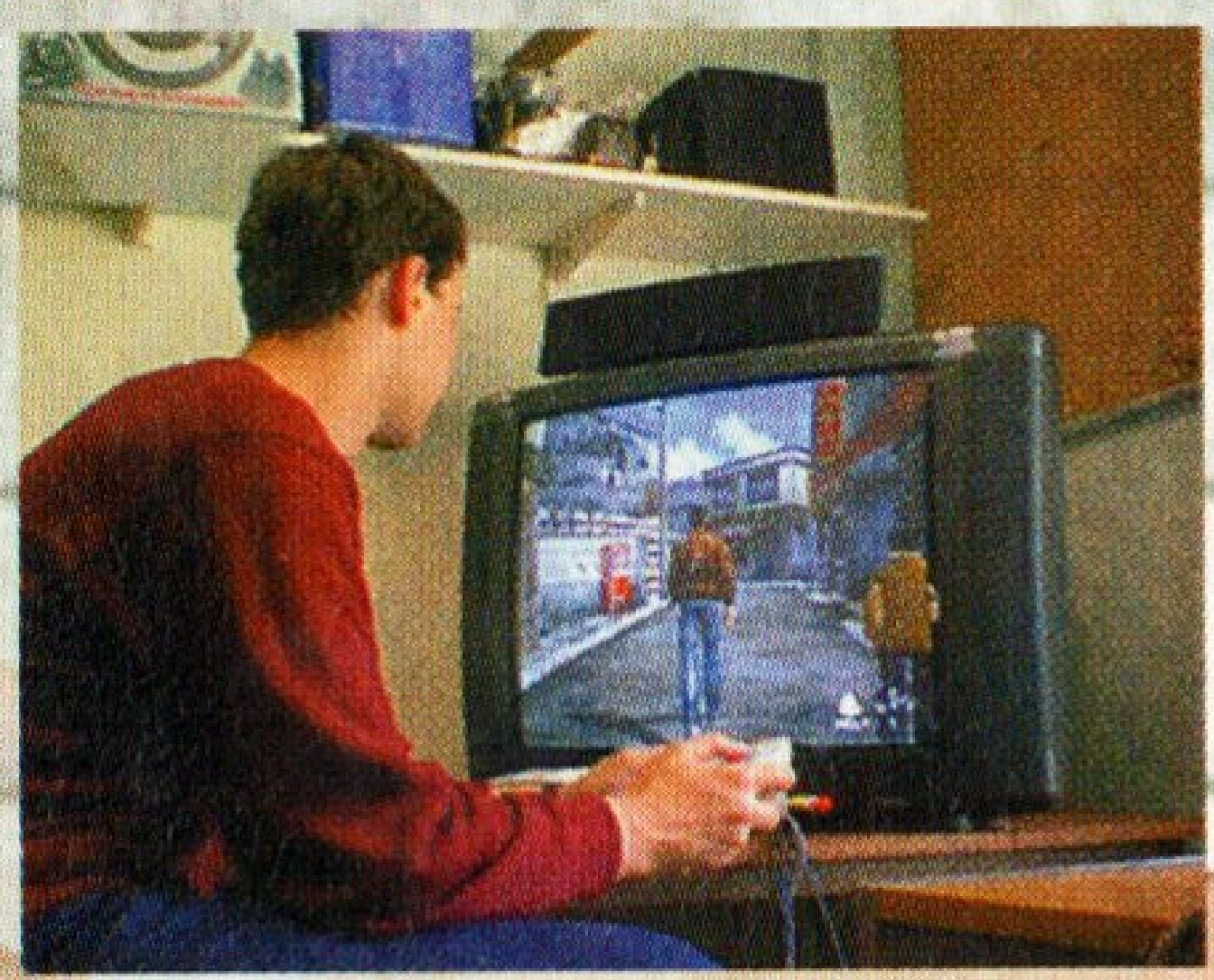




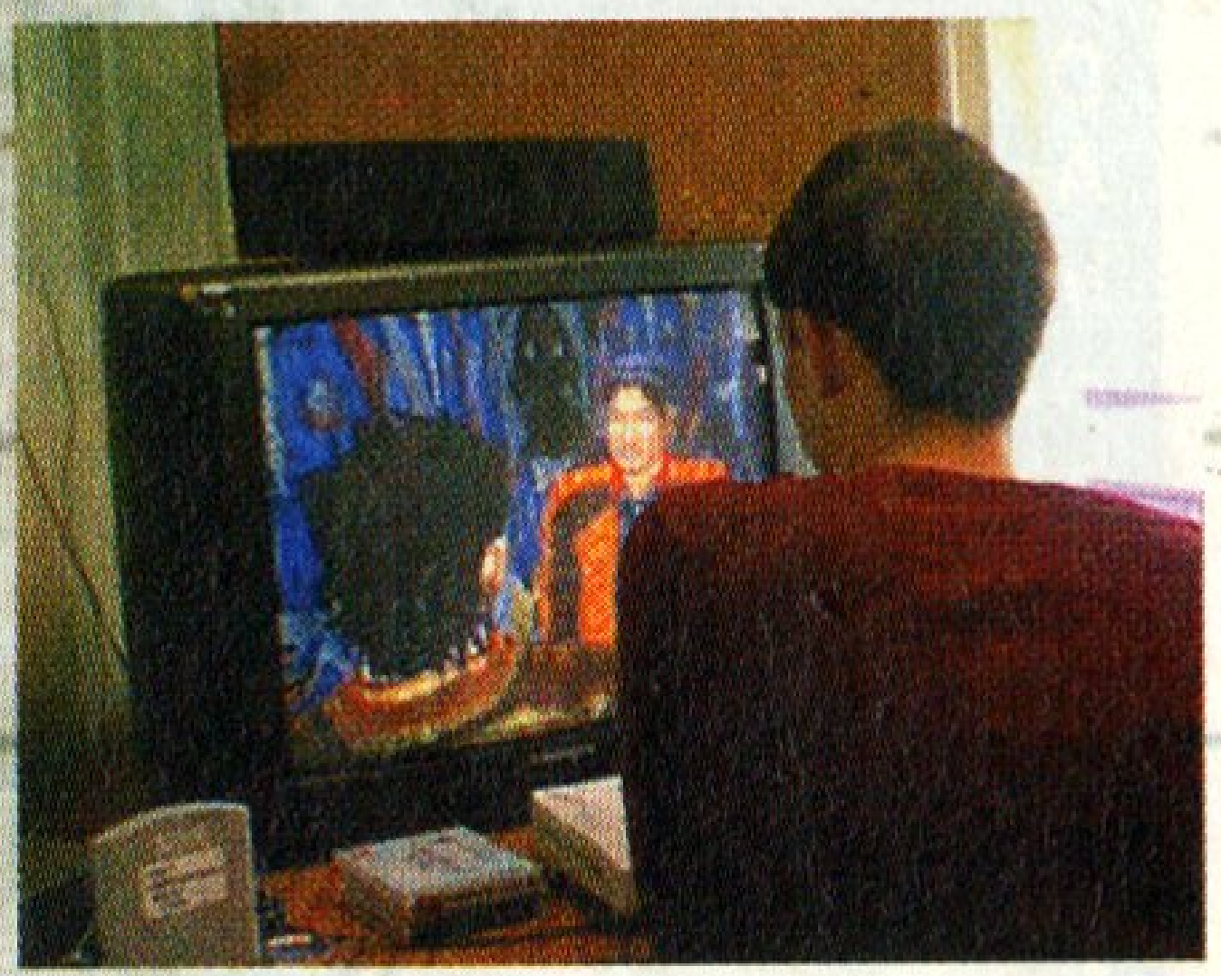
FIRST IMPRESSIONS

The streets are alive, but when will we get to walk them?

Epic RPGs aren't usually my cup of Earl Grey but as soon as you load up *Shenmue* you cannot help but be overwhelmed by it. If ever there was a game that will appeal to anyone and everyone – and is almost as intriguing to watch as it is to actually play – then this is it.



The environments are absolutely stunning. And it's so refreshing for a role playing/ adventure-type game to actually be based in the 'real world' and not some smeggy dungeon full of elves and wizards. There are no fiddly control systems or menus, you are simply free to wander about as you please, talking to whomever you want. Fantastic.



In case you'd forgotten, there is actually a goal in *Shenmue* though. As Ryo Hazuki you must travel through Hong Kong in an effort to solve the mystery of your father's death. And at some point in the game you bump into a lass called Rei Shenhua, whose destiny will be changed forever after meeting you. Jeepers!

Sadly, we couldn't figure out a great deal of what was going on in this version as all the speech was in Japanese. However, as soon as we get an English version you can almost guarantee we'll be in gaming heaven! If it's everything it should be *Shenmue* will be the most immersive game ever.

GOOD COP BAD COP

+ **If this lives up to its potential, it should be RPG gaming at its best.**

– **When, when, oh when will it ever be released? How much longer can it take?**

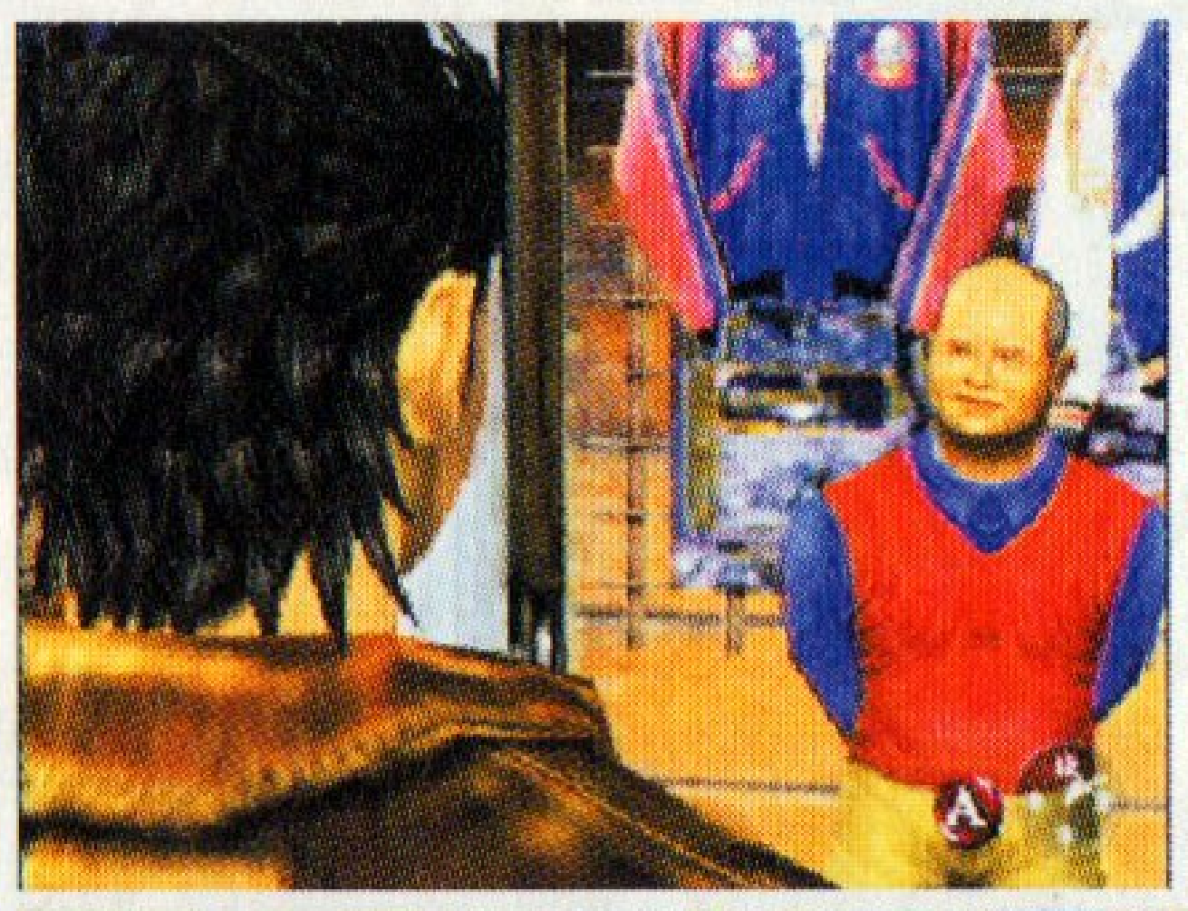
WHERE IT'S AT

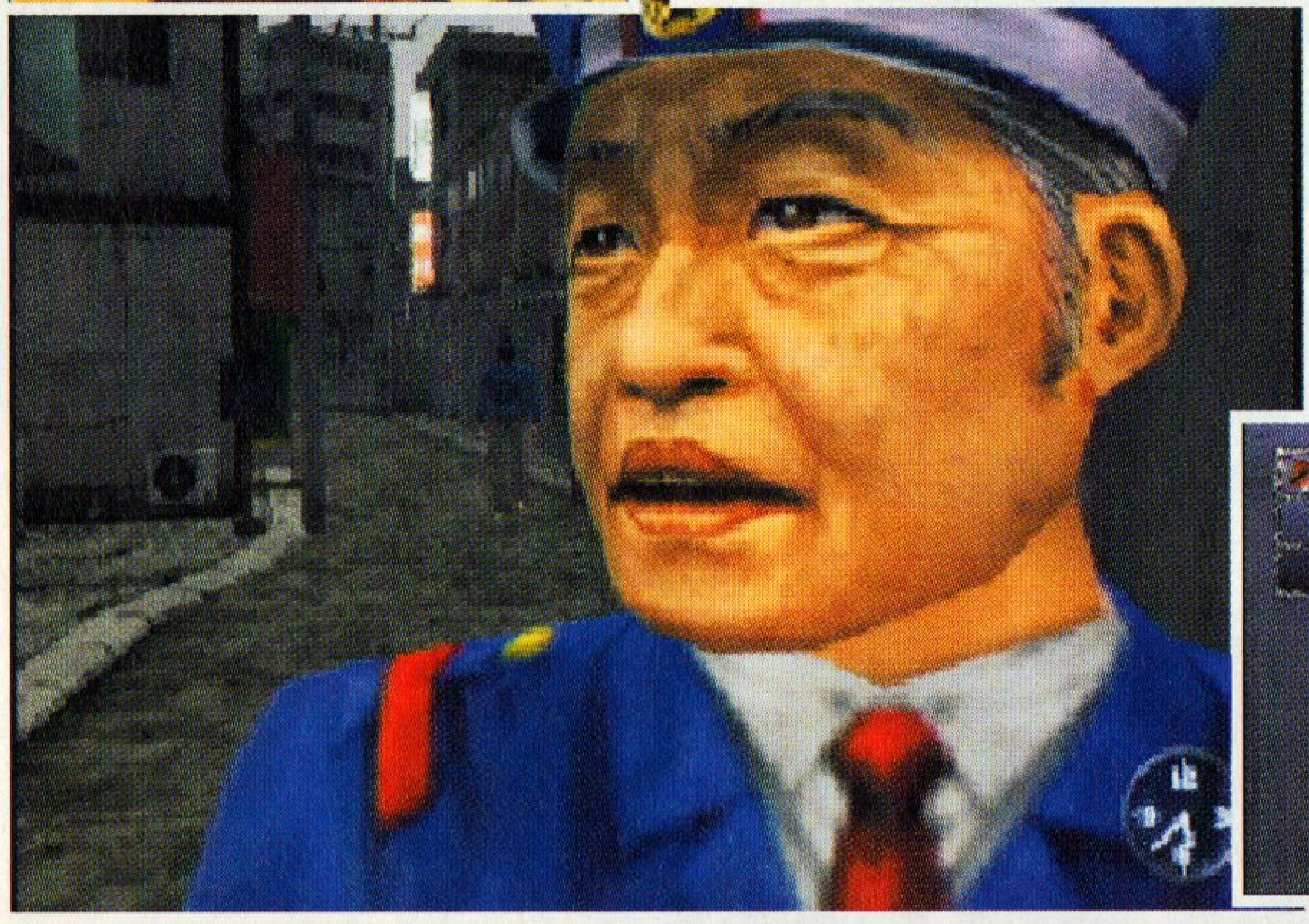
It's not due out in Japan until well into the new year, so don't hold your breath for the UK release.

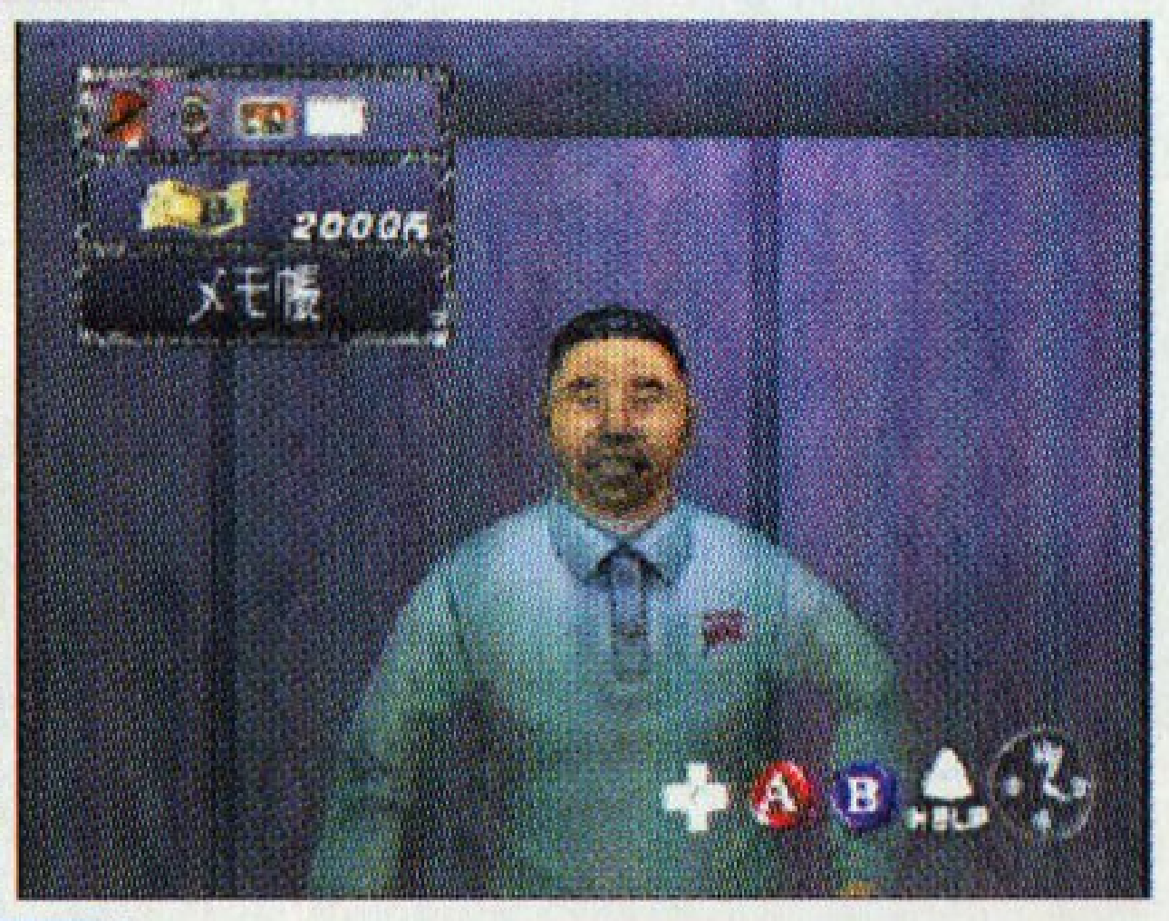
We'll bring you more on *Shenmue* as soon as we have an updated version of the game!

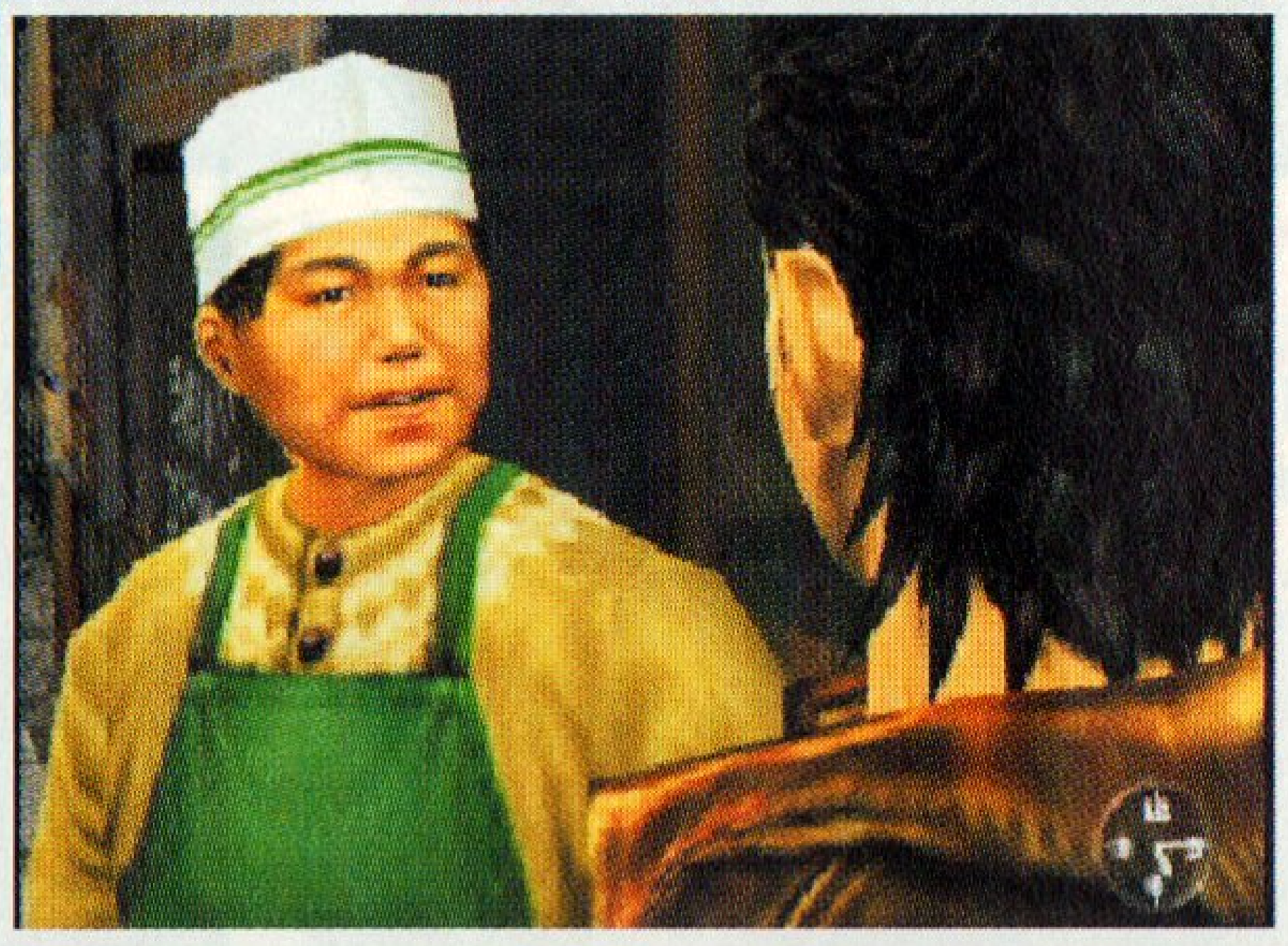
CHAT SHOW!

The key to *Shenmue* is talking to and interacting with the hundreds of other characters in the game. Unfortunately, the dialogue has yet to be dubbed into English making the current version almost impenetrable.



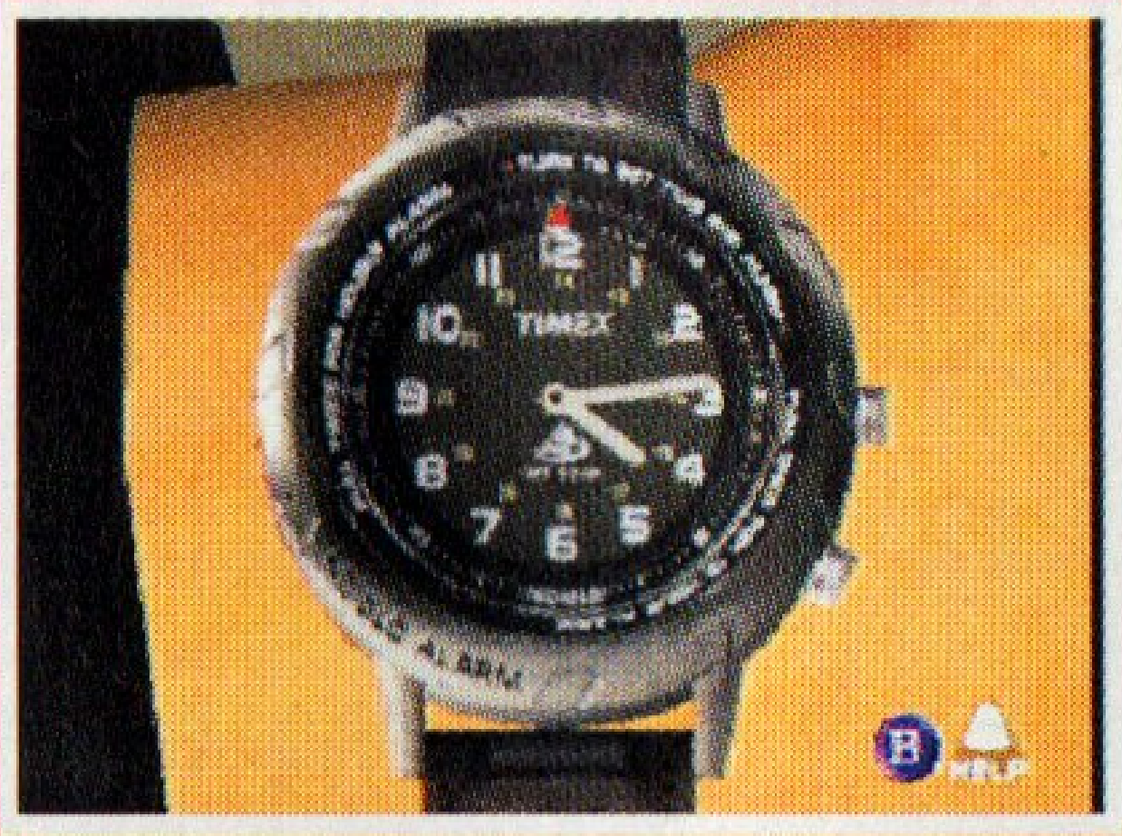


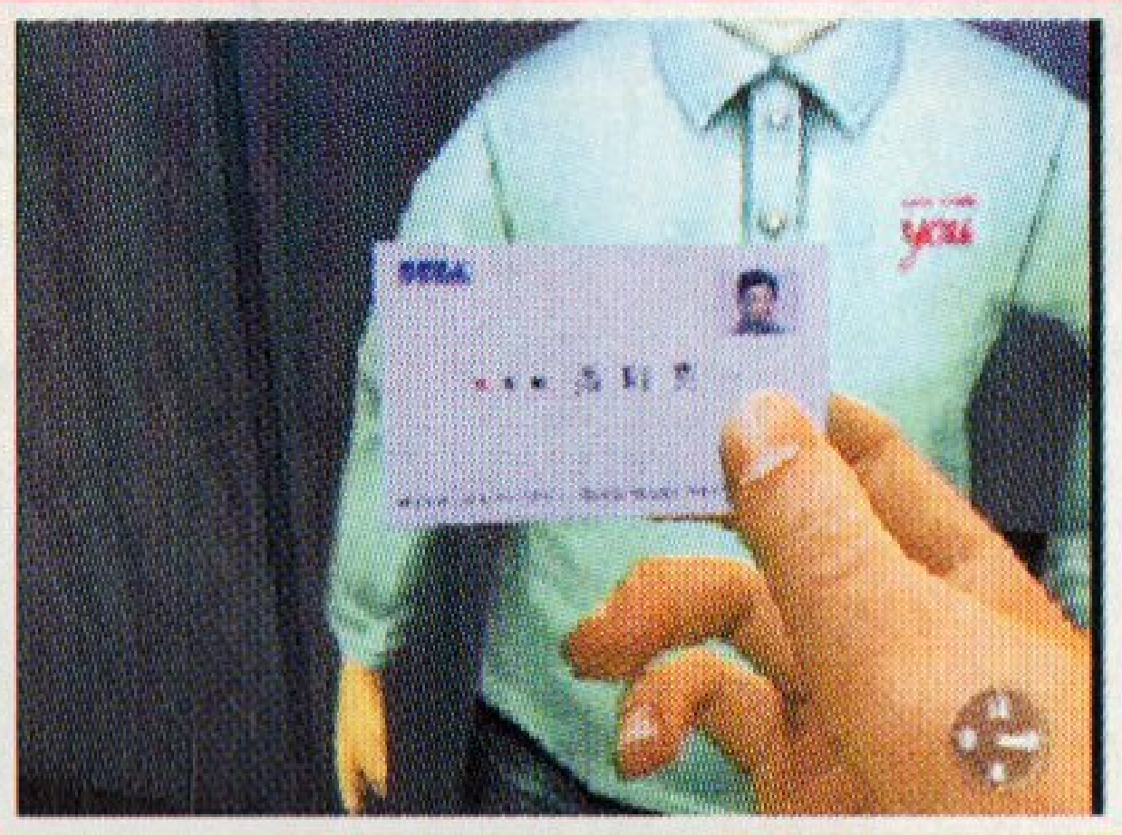

◄In this version you're stopped from leaving a certain area.


▲We're sure that some of the game's characters indulge you in the most inane conversation ever. Many of them offer crucial advice though.

UP CLOSE!

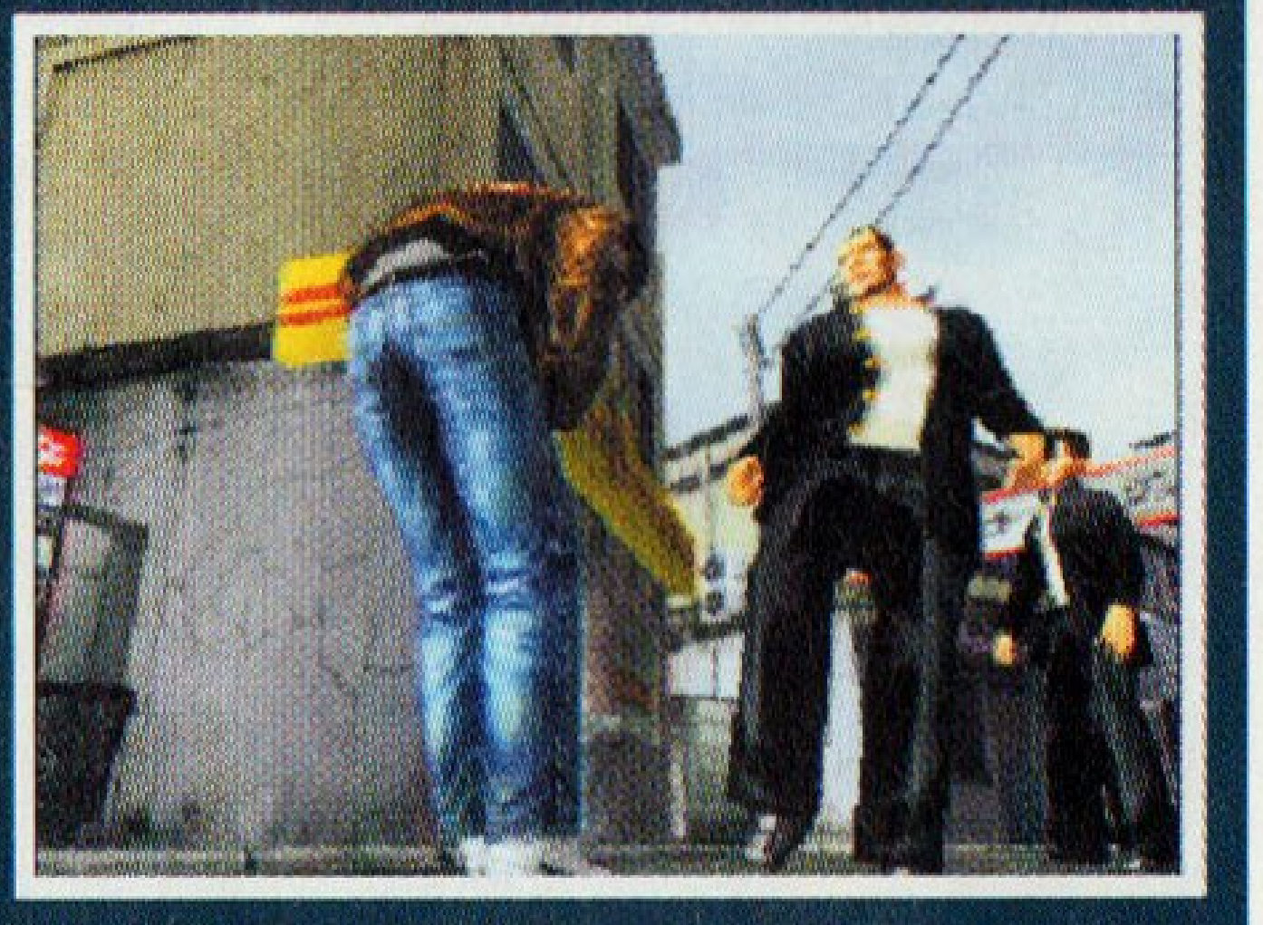
Hit the Y button for your inventory screen. Here you can look at each item individually, zoom in and out and even rotate them to discover hidden elements to their make up.


▲What's the time Mr Wolf? Er, about quarter past four, actually.

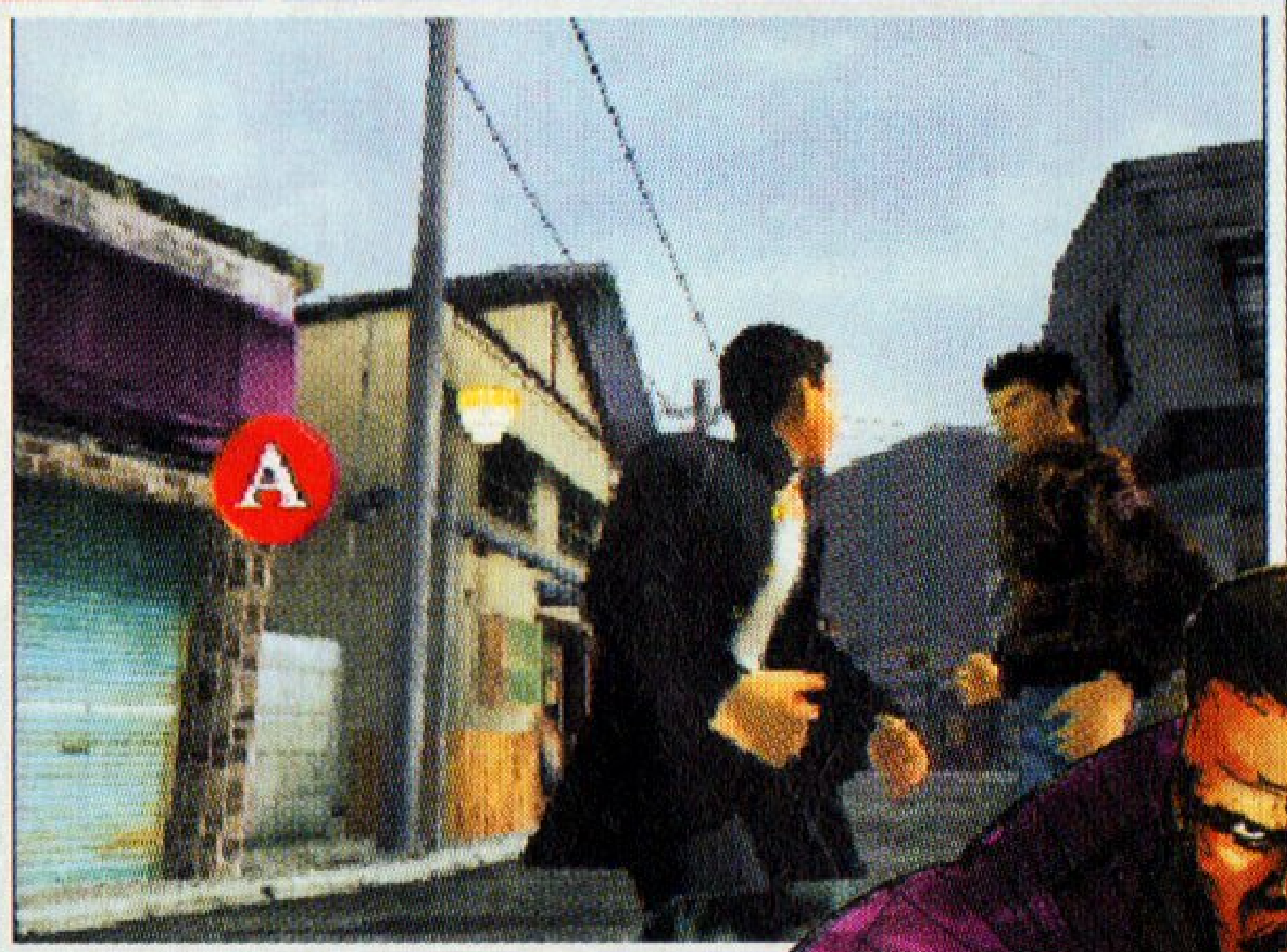

▲This business card has a message scrawled on the back. In Japanese.

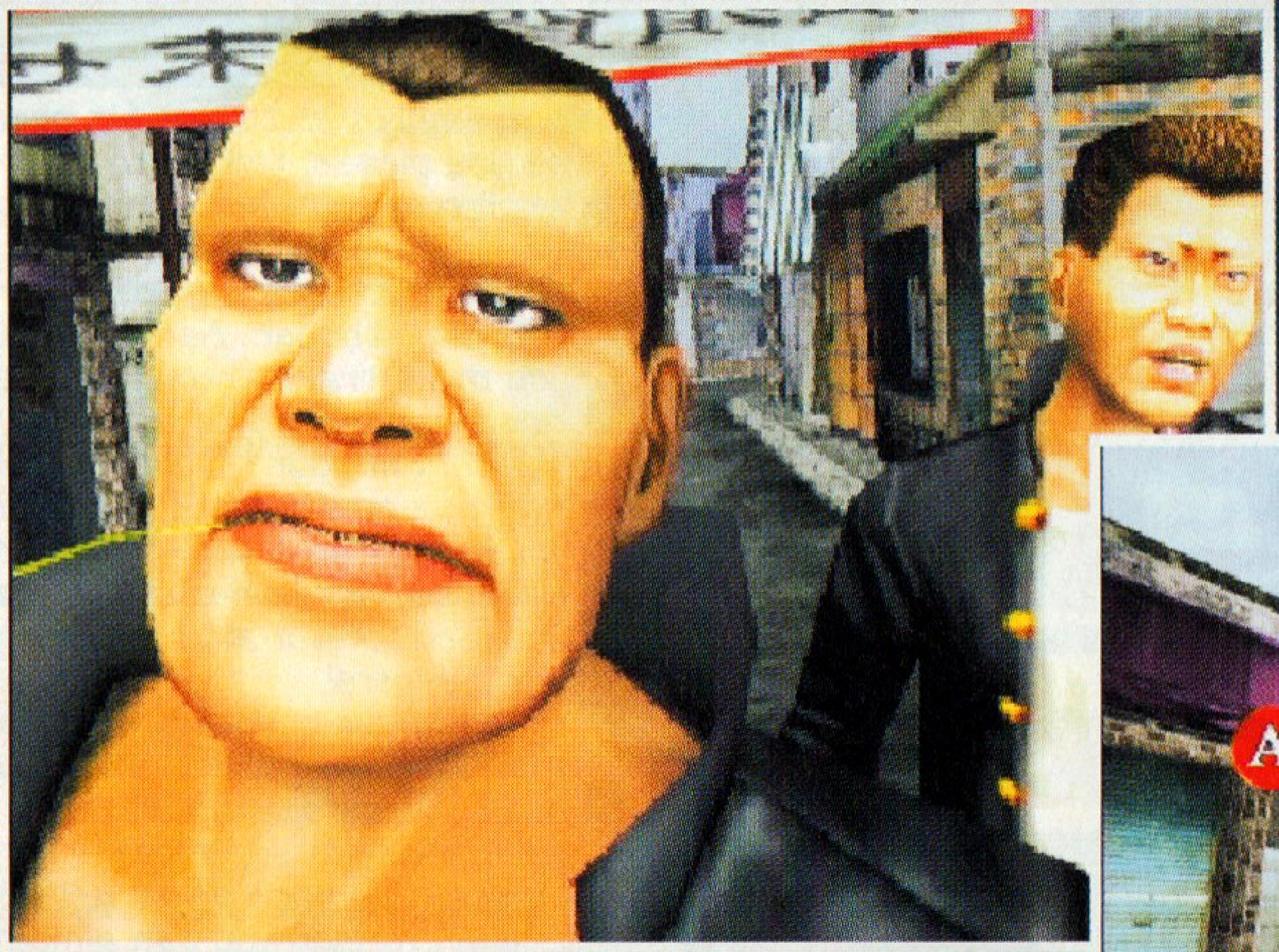
ACTION MAN!

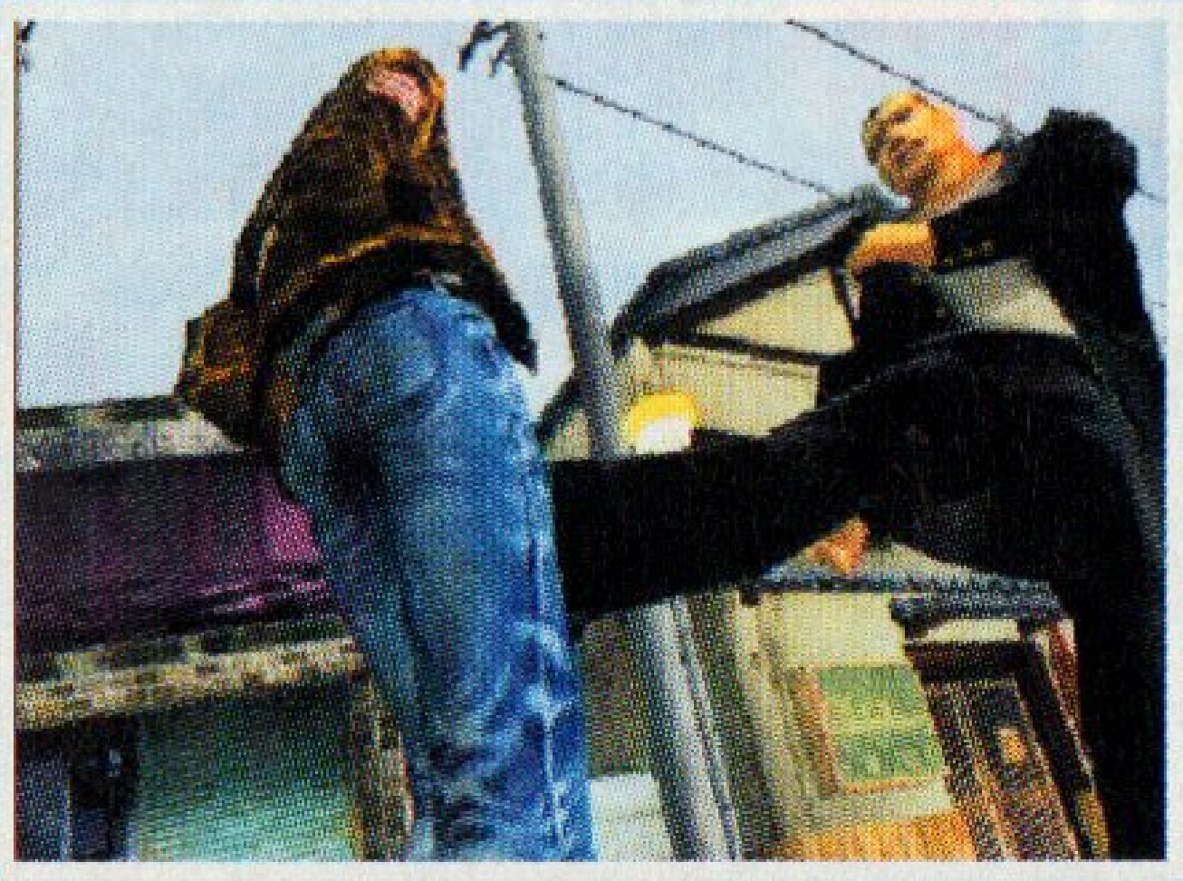
During key moments the Quick Timer Event mode kicks in. An icon appears on screen and if you hit the corresponding button quickly enough, good old Ryo will be able to find his way out of trouble. The sequences look fantastic but it's hardly the pad-pounding frenzy you'd expect from the man behind *Virtua Fighter*. There *are* some 'free battle' scenes though that are closer to traditional beat-em-ups.

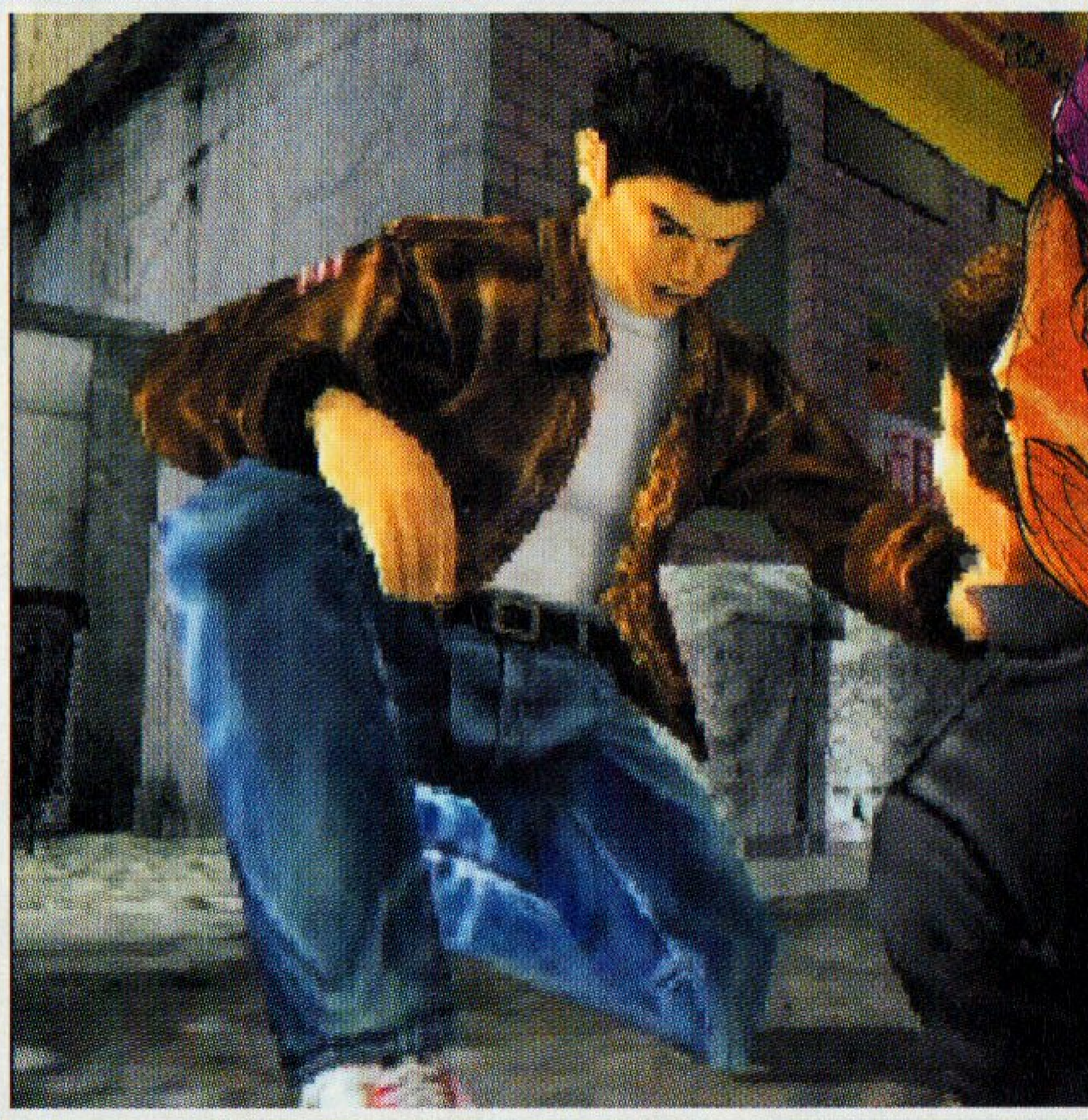

▲Once you fulfil certain criteria – basically being in the right (or wrong) place at the right time – the QTE starts.

▼If you don't tap the A button quickly enough you'll take a kicking.



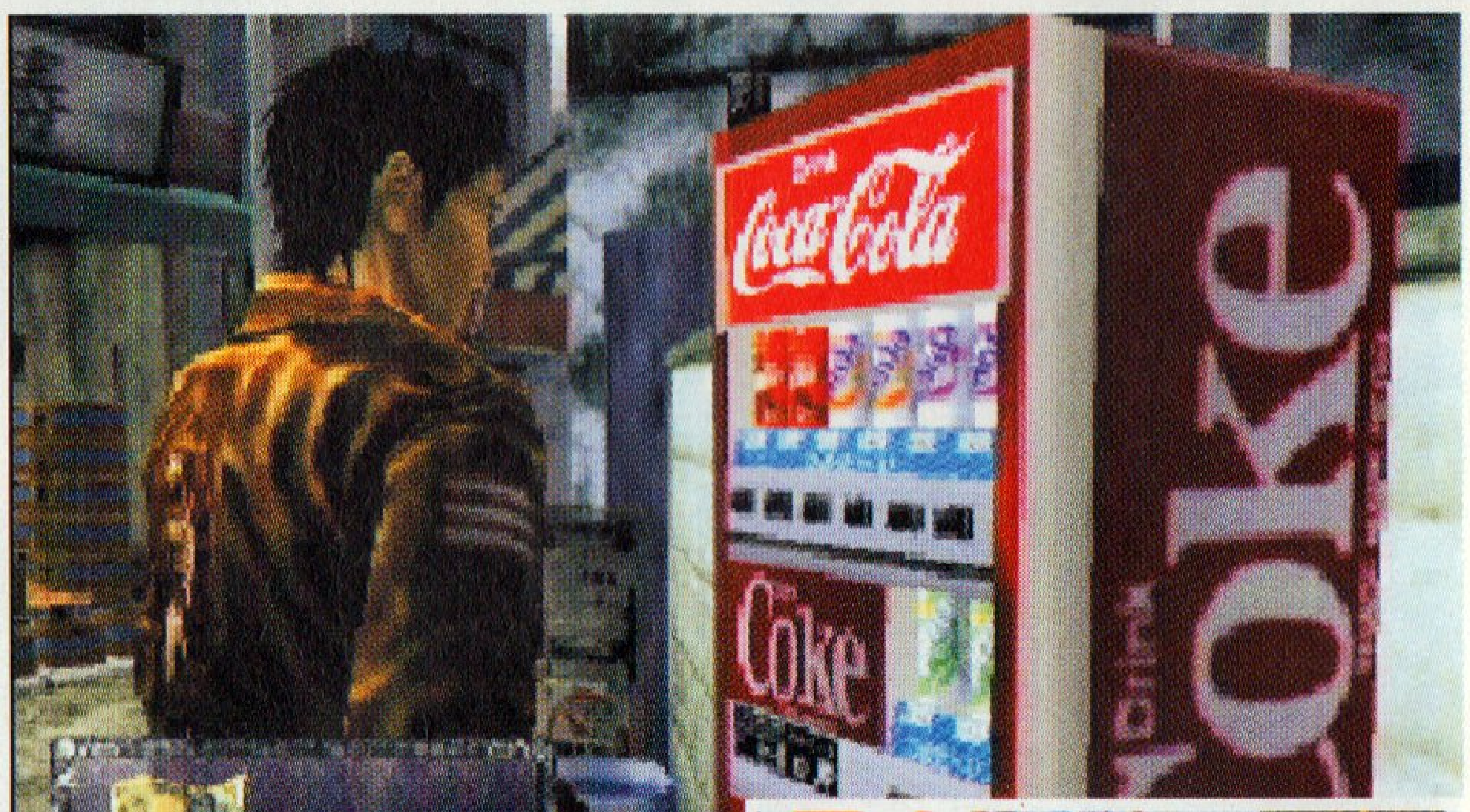

▲These local hard cases are looking for one thing. Trouble. Somewhat improbably, complete a *Parappa*-style sequence to sort 'em out.

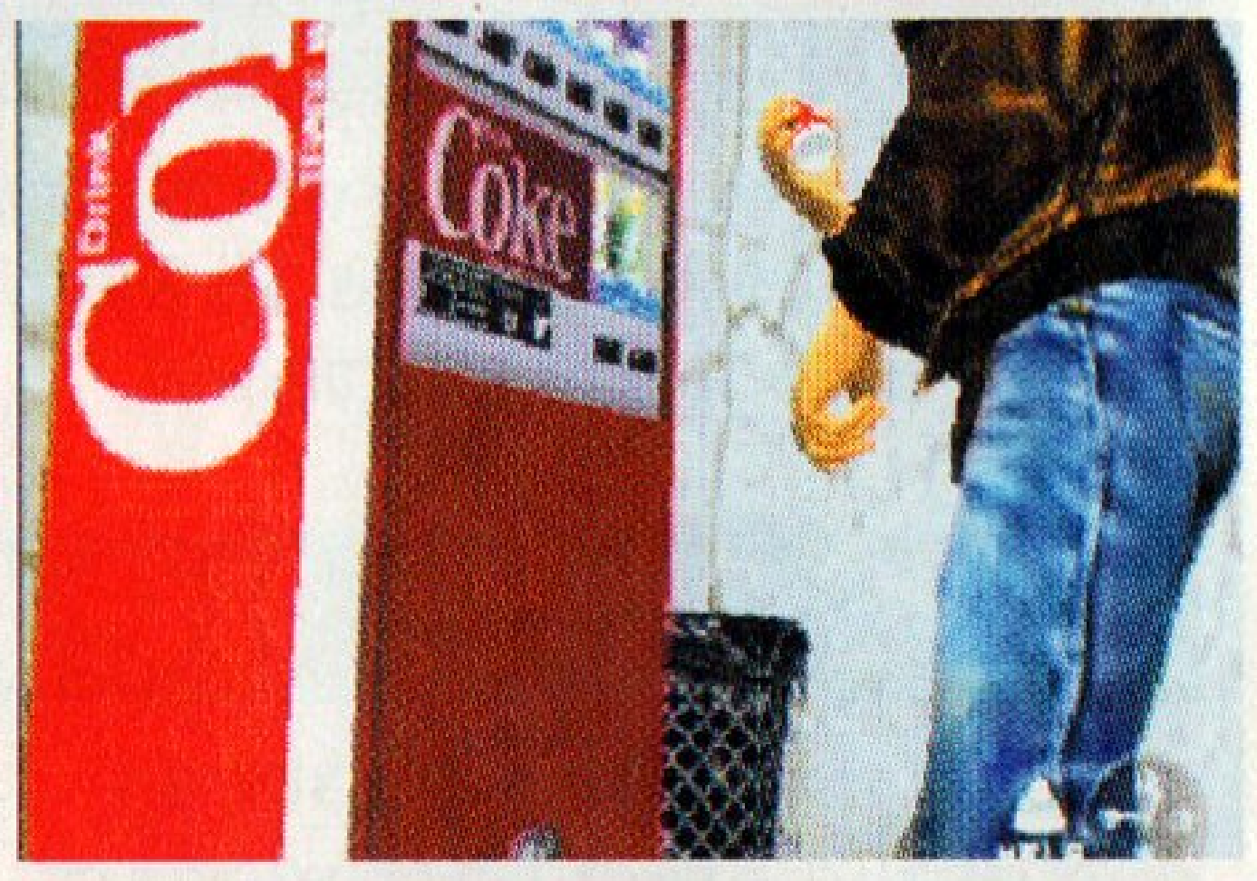

▲Just standing there while someone kicks you in the nads is not clever at all.


▲Not feeling so tough now, huh? Once you've given them a good seeing to, they'll turn to quivering wrecks and tell you everything they know.

REALITY CHECK!

It's possible to interact in some way with just about everything you can lay eyes on. So if you fancy a can of virtual Coke, simply wander over to the vending machine.




▲Quite how drinking a can of Coke helps you to progress through the game remains a mystery. Still, it's a cool sequence though.

MiNi-MUE?

The VMS wasn't working with this version of the game but it will do with the finished *Shenmue*.

FALCON
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POWER STONE™

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"Massively addictive, cleverly realised and simply beautiful to look at, Capcom's Power Stone is truly a jewel in the Dreamcast's crown" Edge 9/10*

"Power Stone is probably the closest any game on a home system has come to the coin-op quality that video games has always strived for" Arcade 6/6*

- Jaw-dropping graphics with fast-paced game play!
- Loads of special interactive moves - climb a pillar, lift a chair or even run up a wall.
- Find the fantastic weapon power-ups...a bazooka, a Molotov cocktail, a flamethrower plus more!
- Collect the power stones to increase your fighting power.

Dreamcast

CAPCOM®

* Import/NTSC version reviewed

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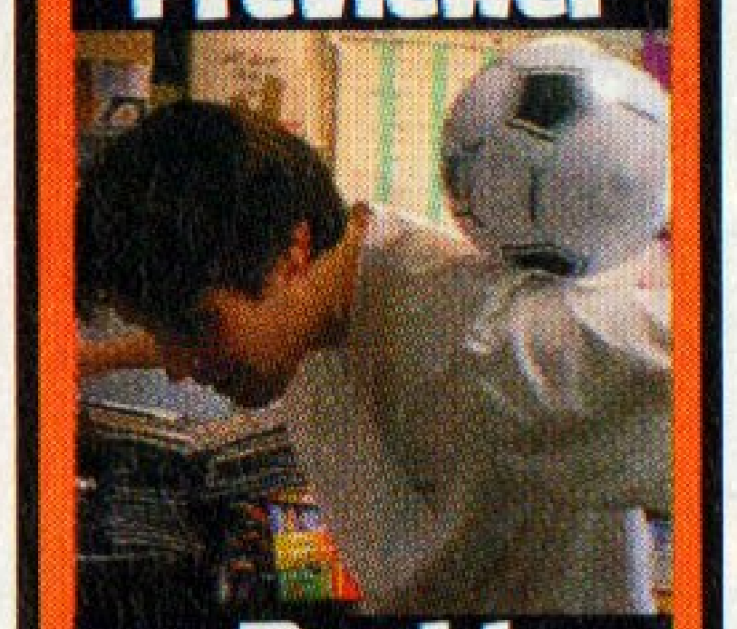
DATA ▶ FORMAT PREVIEWED: PSX PRICE: £40 OUT: NOVEMBER

PlayStation

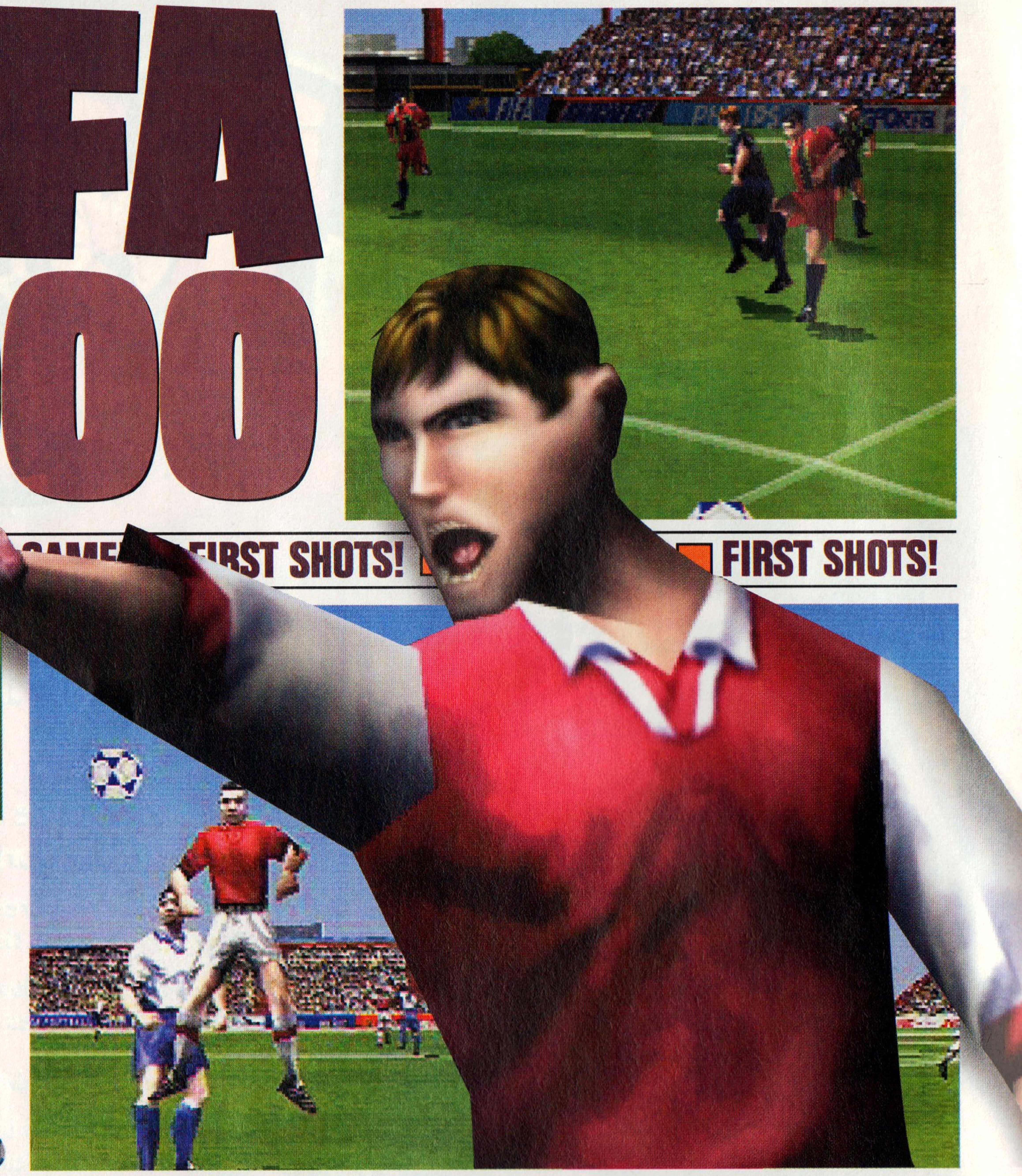
Previewer



David Harrison

Every year, in what has become a tradition, EA celebrate the birth of our Lord Jesus Christ by releasing a football sim. We got a sneak preview of this year's festive package.

FIFA 2000



NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!

Manchester 0 Fiorentina 1
EA SPORTS
FIFA

Athletic B 0 Roma 1

Here's the next stage of evolution for EA's long running football saga. With *'99* they had crawled onto land and learnt how to breath. With *2000* it's a case of dragging themselves from the mud and walking upright.

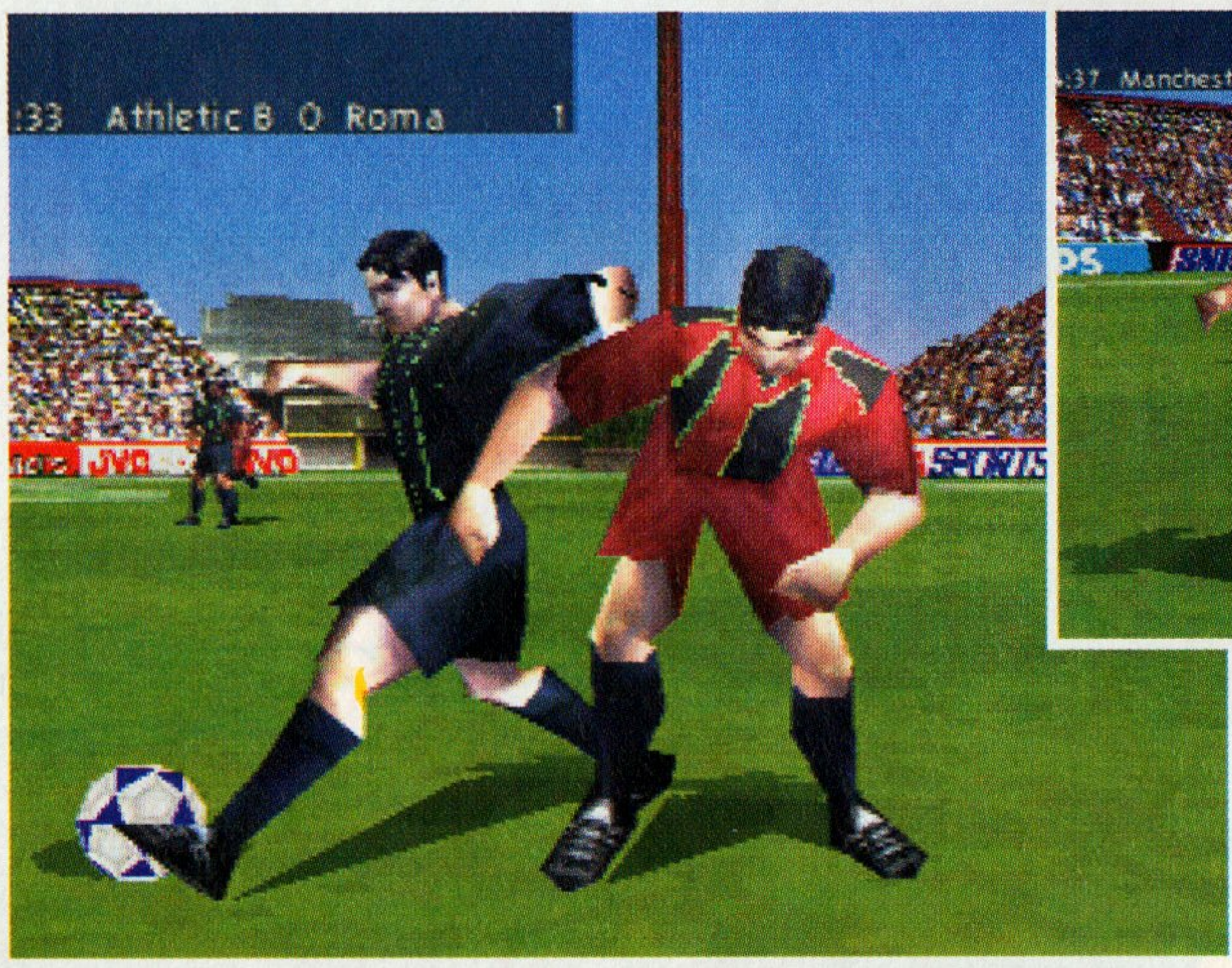
While *FIFA '99* was immensely popular it still had a few niggling pudgy bits in the gameplay. But the action's short-comings were compensated by the incredible presentation. Blinded by the myriad of menus, teams and options you could easily forget about the faults of the main game as you tapped your finger to Fat Boy Slim's merry ditties.

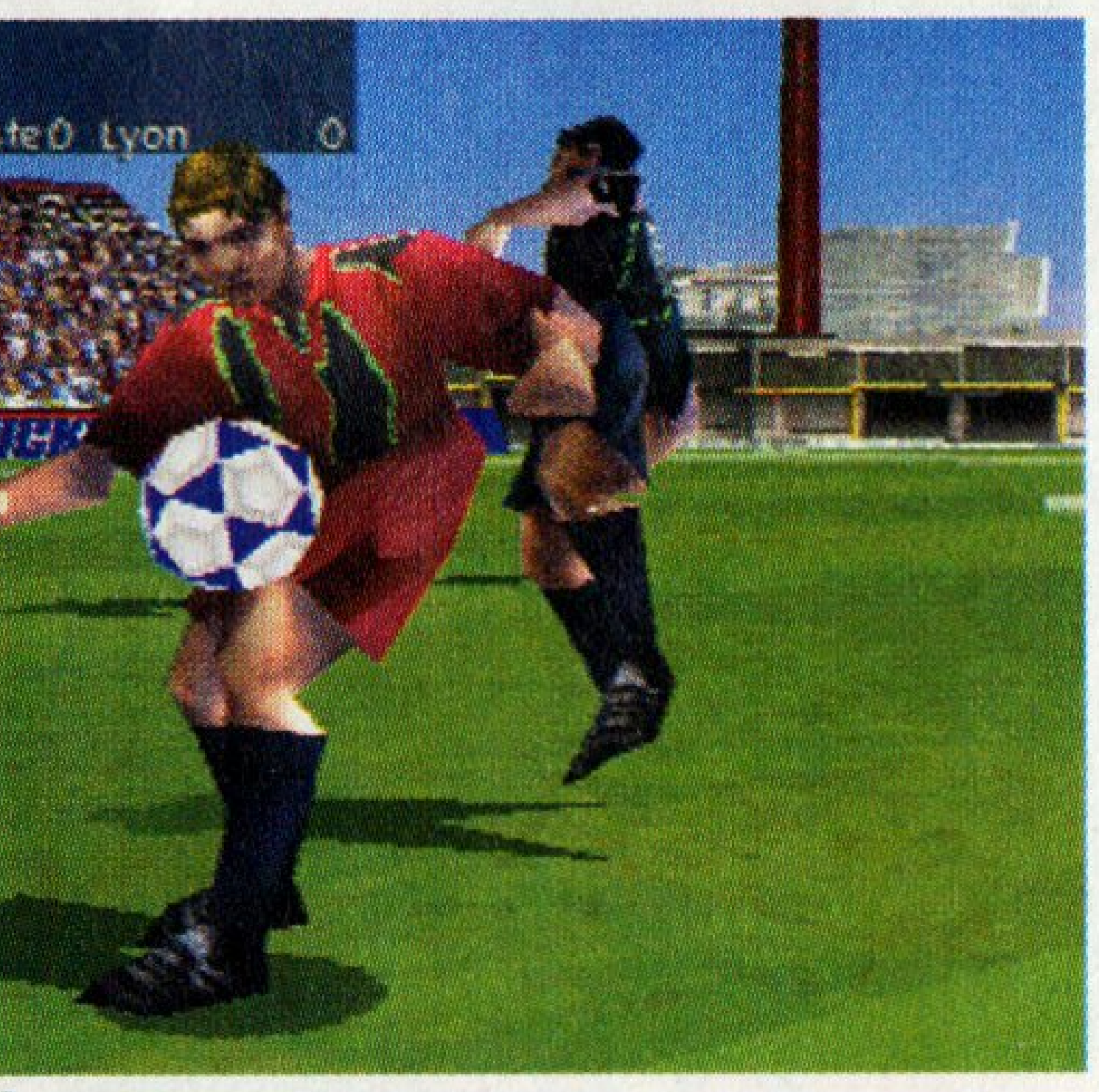
As expected EA have gone the same route this time around, packing the game with an unprecedented array of domestic and international teams. (The treat this time is the inclusion of 40 classic teams such as the great Real Madrid side, Cruyff's Ajax and the Liverpool squad from the late '70s.)

Nothing beats megastar endorsements and this time EA have got the biggest. Owen? Beckham? No, Robbie Williams. Go figure.

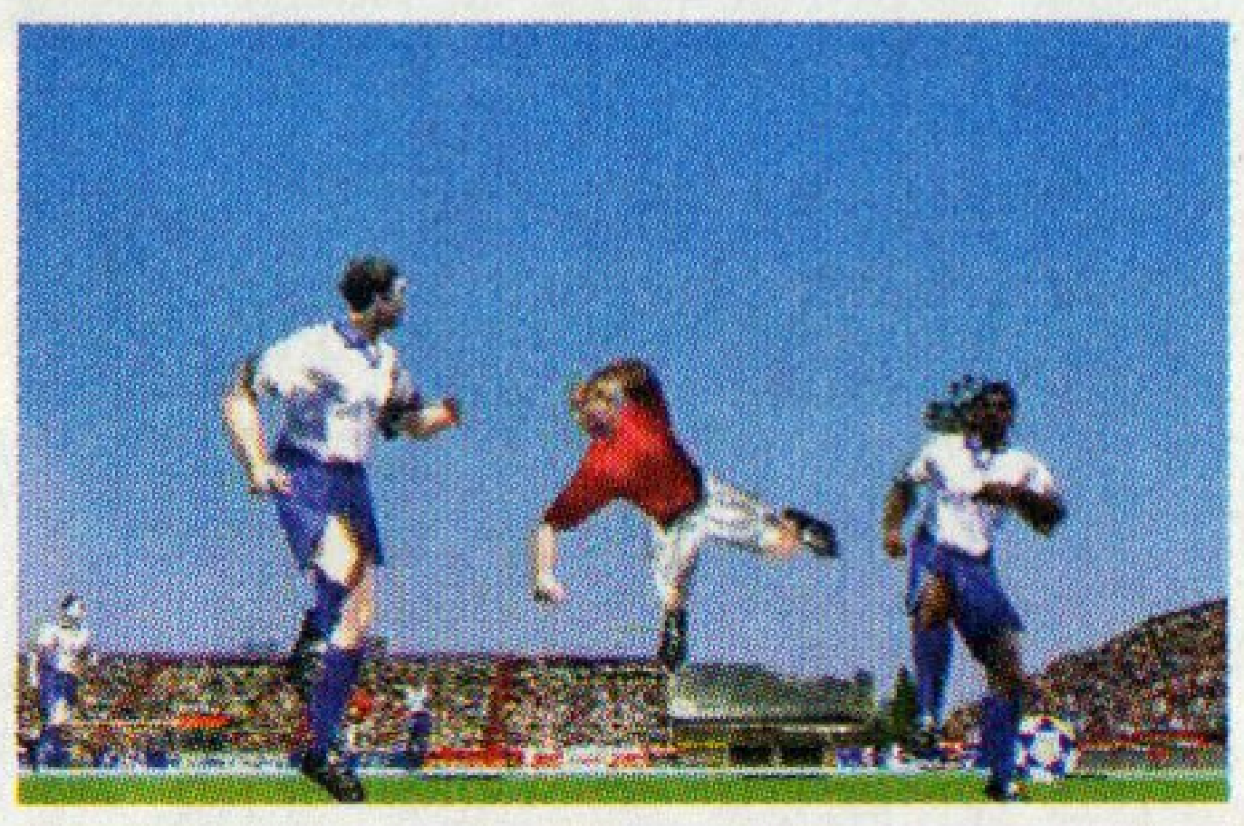
MIDFIELD!

While often the most effective way to play *FIFA* is to use the wings, if you go through the midfield be prepared for shirt tugging, backing in and holding, all of which find inclusion here.

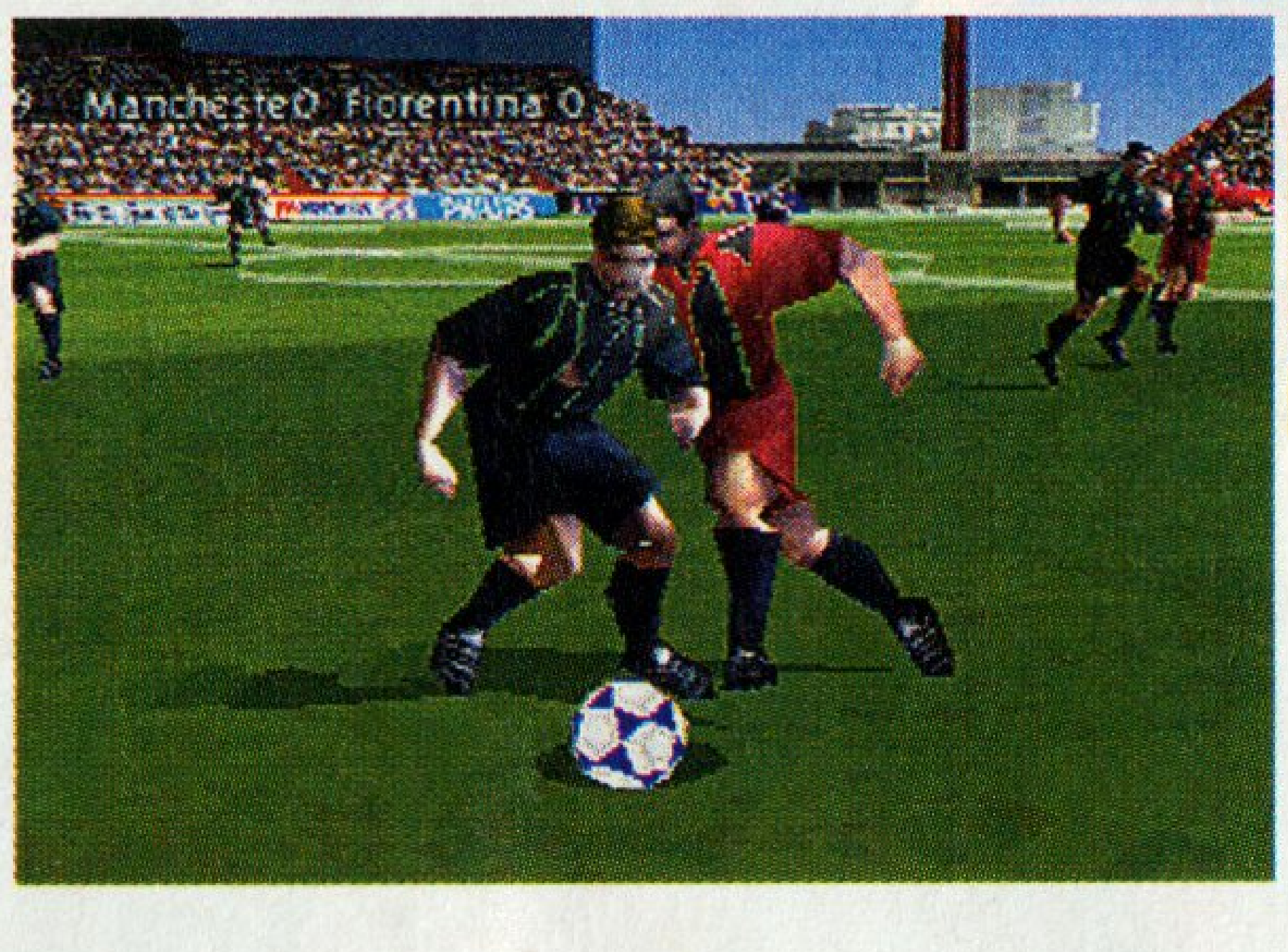

:33 Athletic B 0 Roma 1

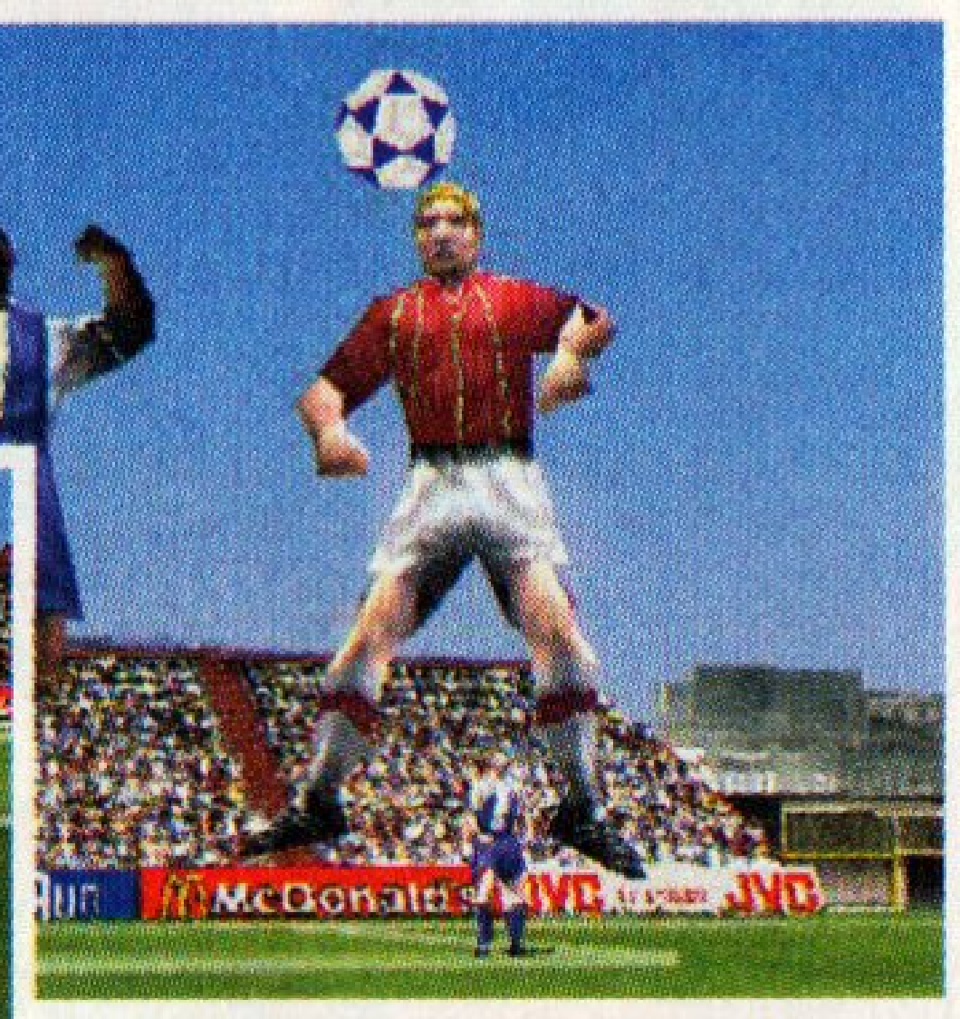

:37 Manchester 0 Lyon 0

▲ Moving the ball quickly and using every flick is the only way to get past midfield.



▲ FIFA is obsessive about authenticity and so has enabled players to tug shirts, shoulder barge and be totally underhand.


Manchester 0 Fiorentina 0

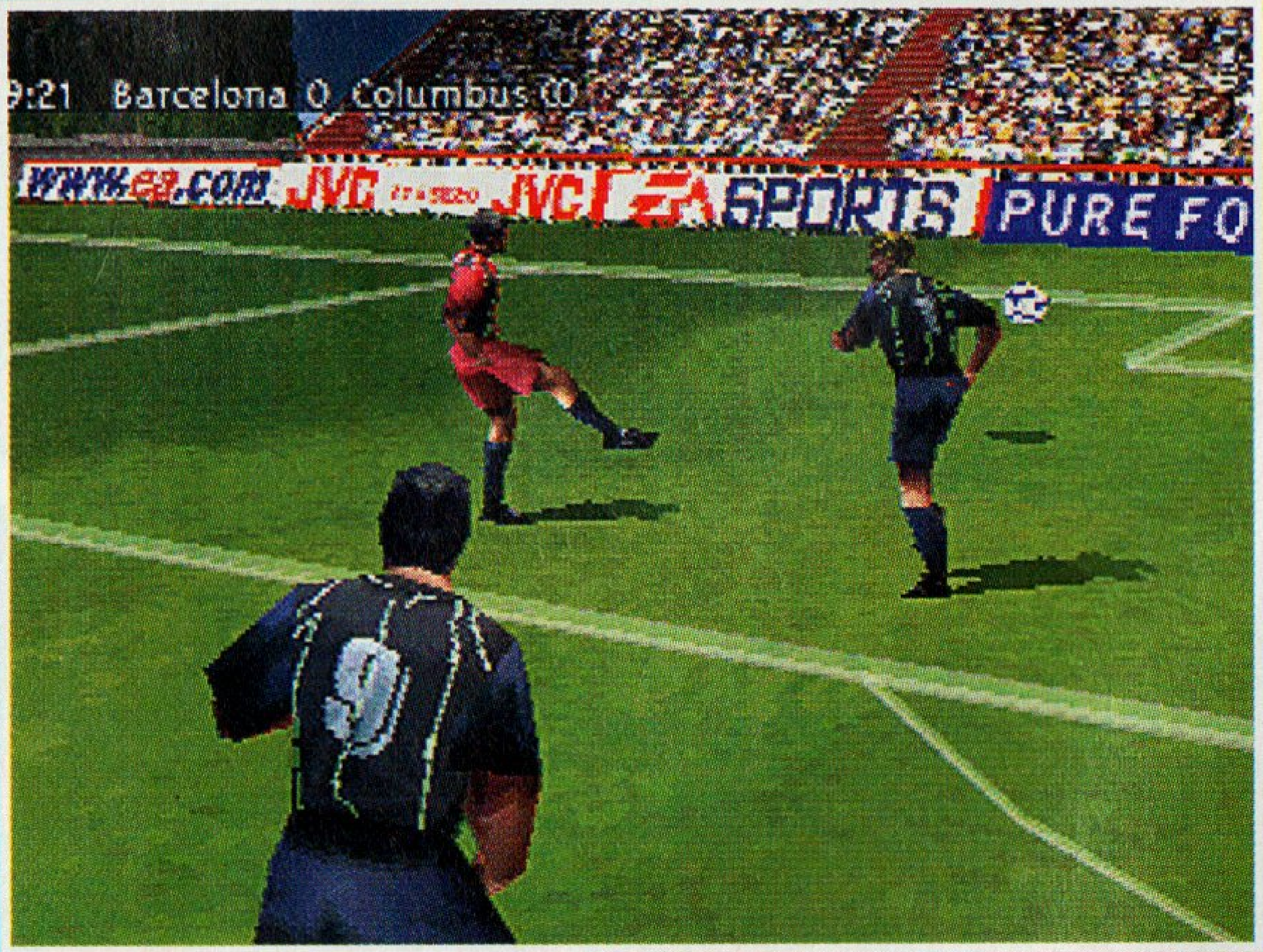

McDonald's
JVC

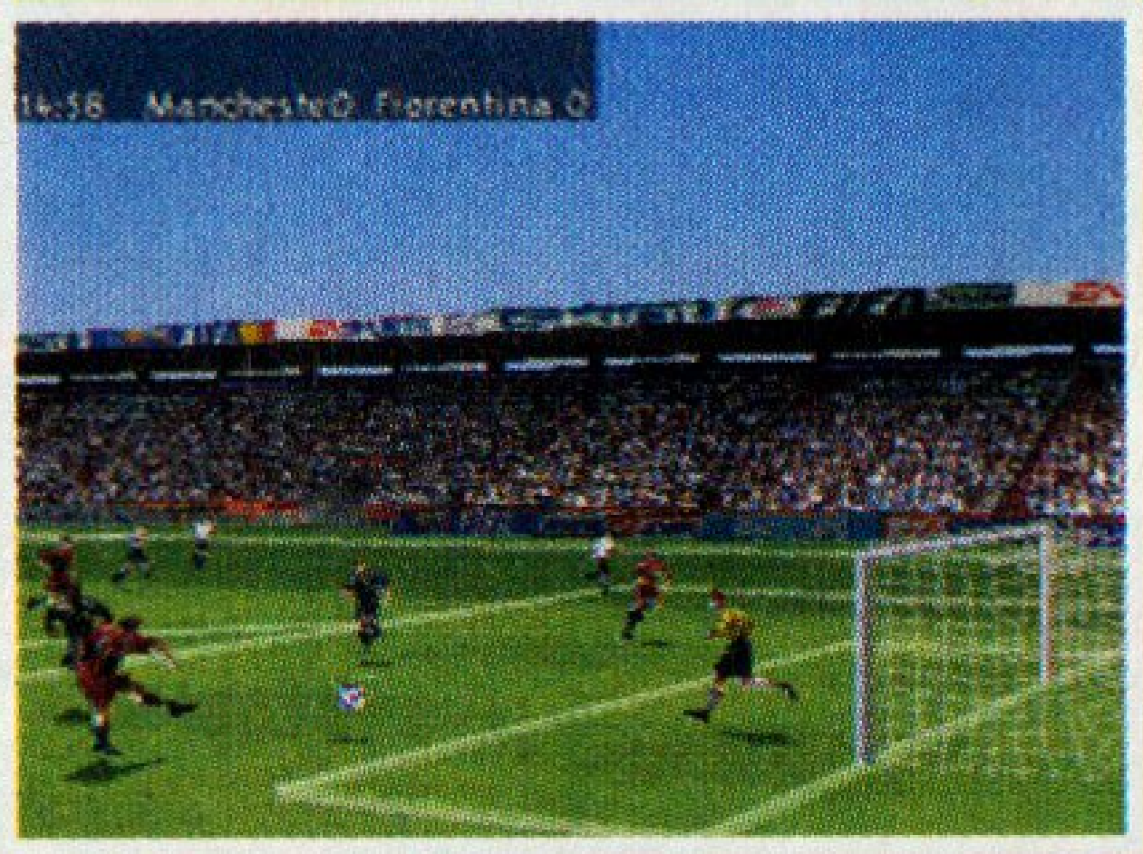
▲ It doesn't pay to play the ball long. Keep it on the grass.

◀ Using the shoulder buttons you can shield the ball from your opponents.

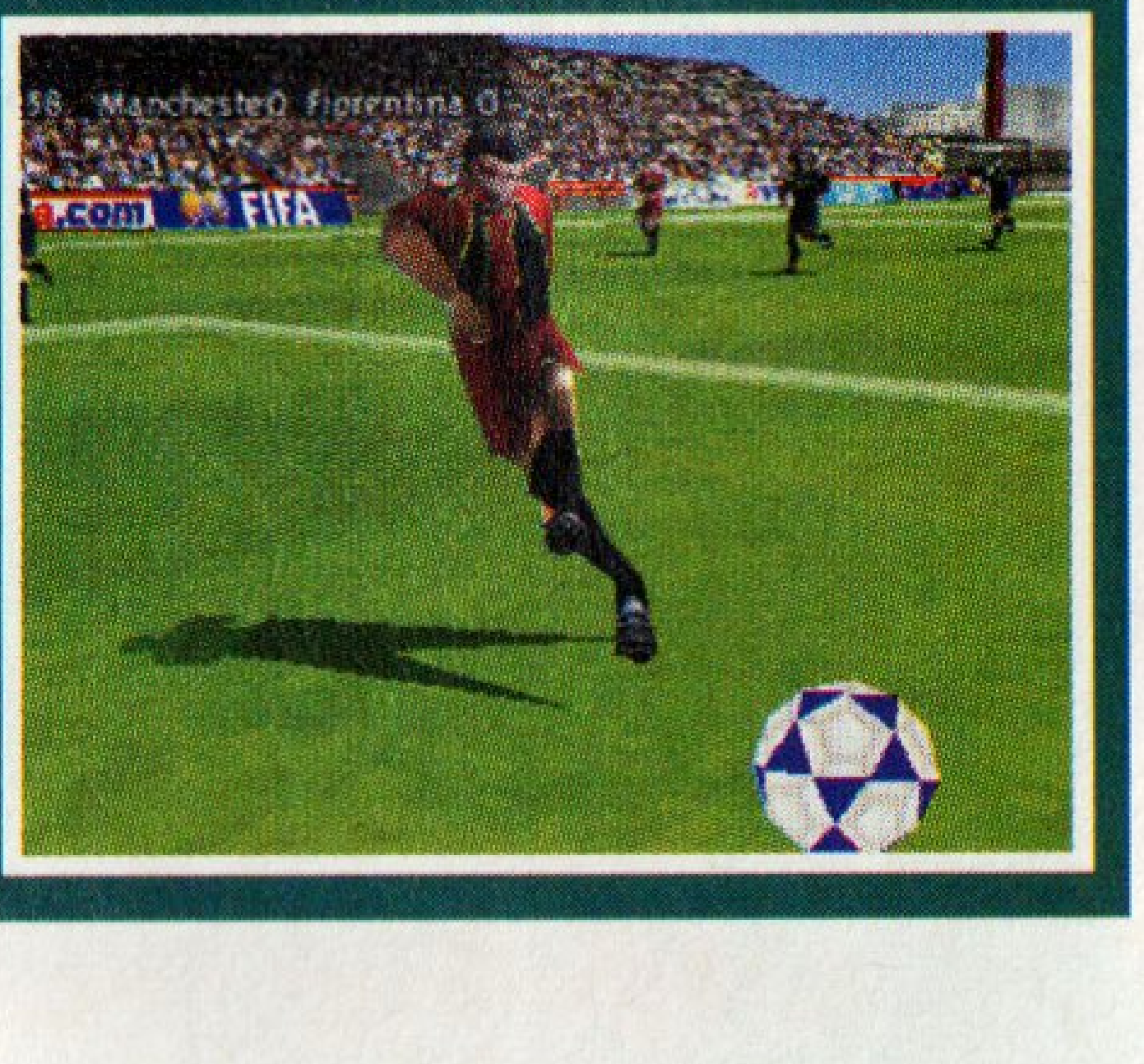
HE SHOOTS!

Once again EA have ignored the call of the power bar and have kept the simple tap shoot for a 30 yard screamer.


9:21 Barcelona 0 Columbus 0
www.ea.com
JVC
EA SPORTS
PURE FO


Manchester 0 Fiorentina 0

▲ While games like *Virtua Striker* and *ISS* require timing and accuracy, you just have to find your shoot button to finish.


Manchester 0 Fiorentina 0
FIFA

▲ There are a variety of shots (chips, volleys) but nothing beats blasting it.

▲ The fantastic animation is still let down by the the pointy players.

DEVELOPER: ELECTRONIC ARTS
PUBLISHER: ELECTRONIC ARTS

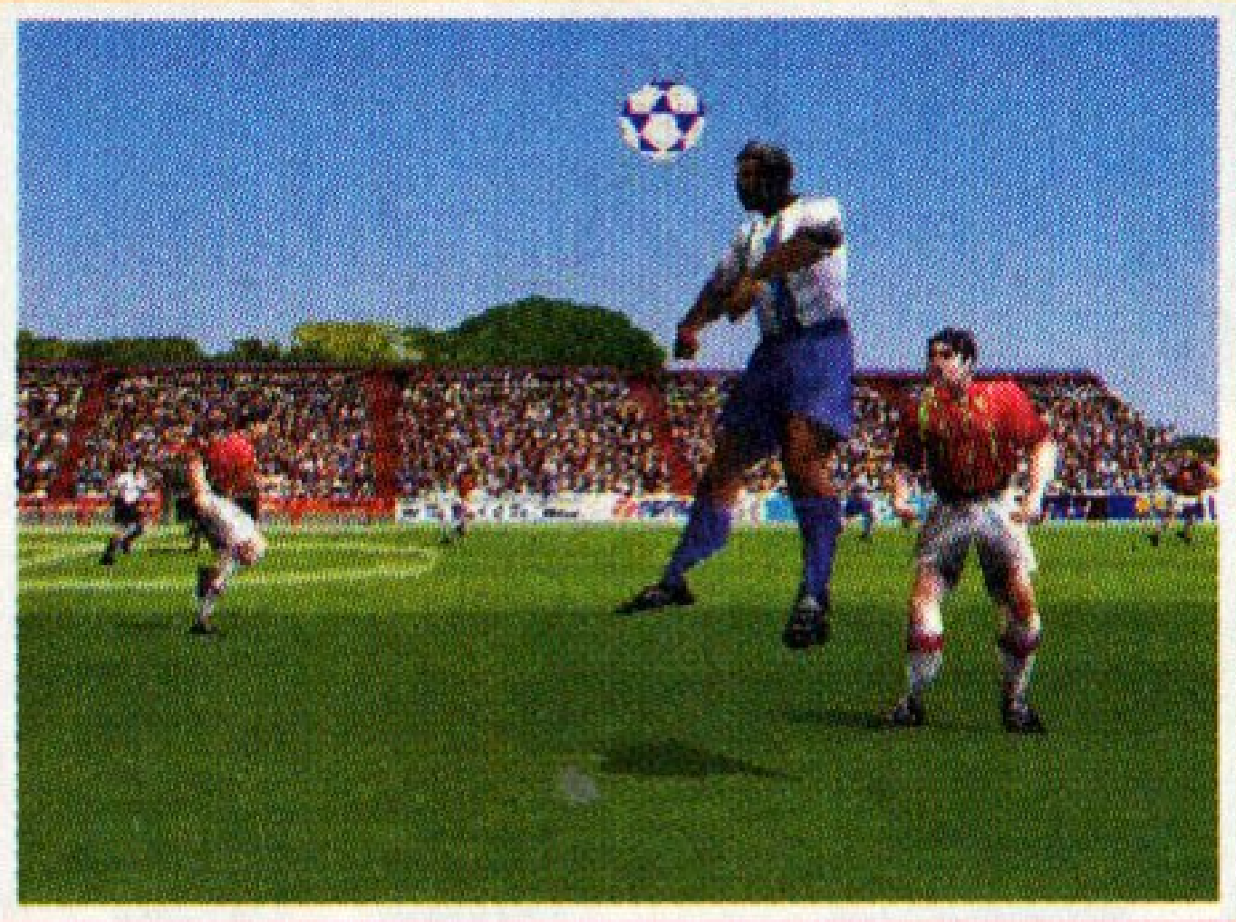
CALL: 01753 549 442
PLAYERS: 4

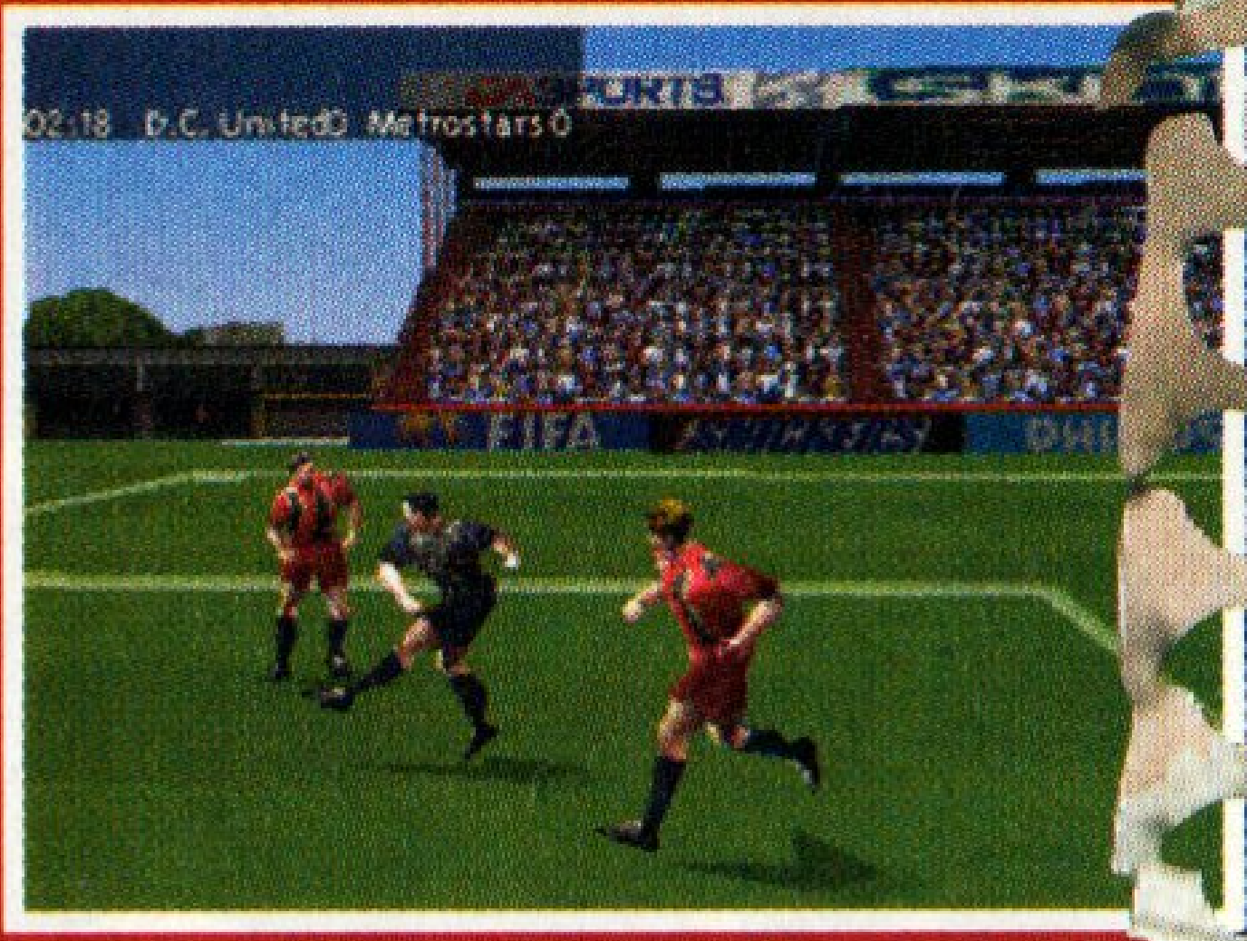
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: N64, PC

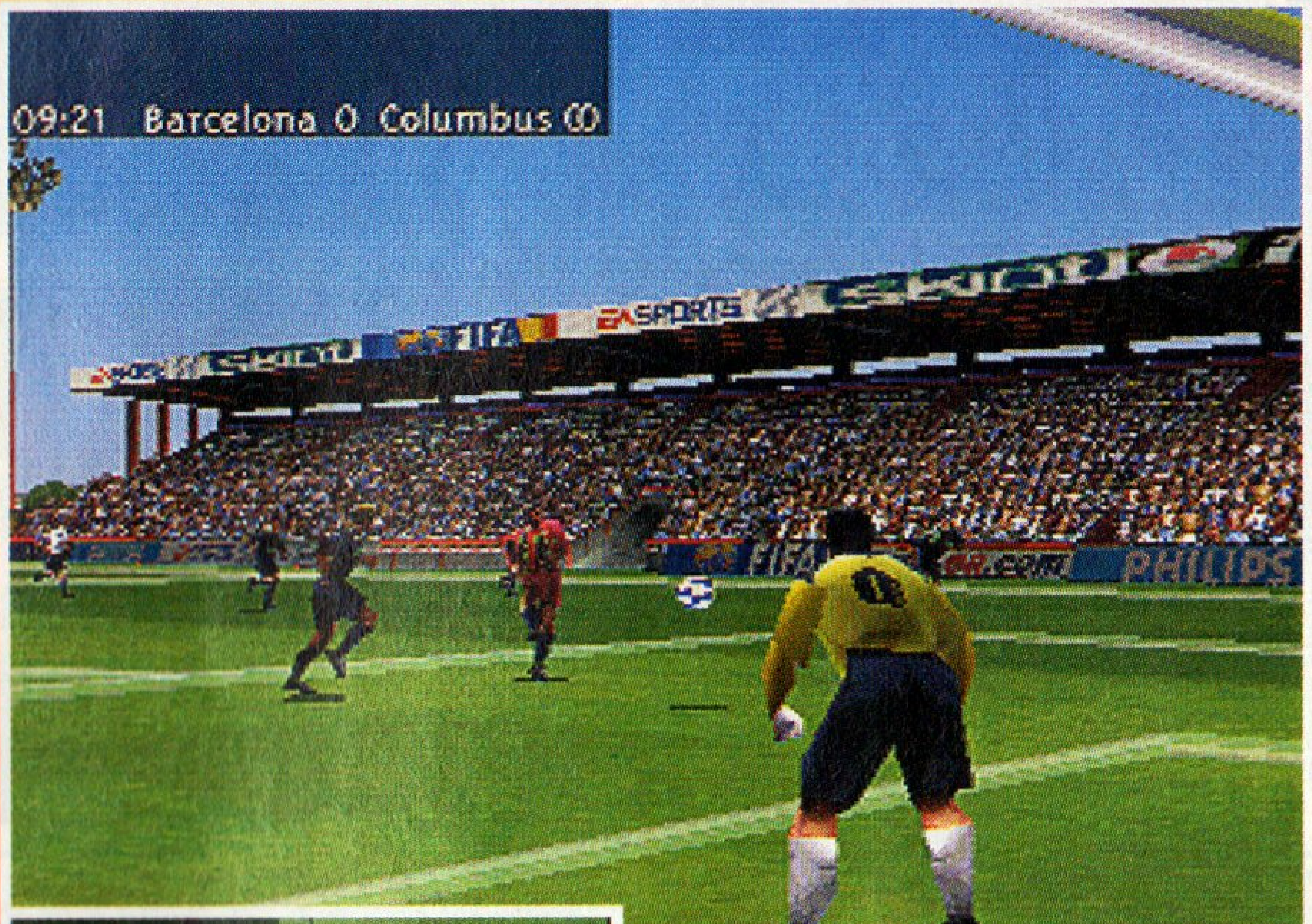
FIFA 2000

SOCCER!

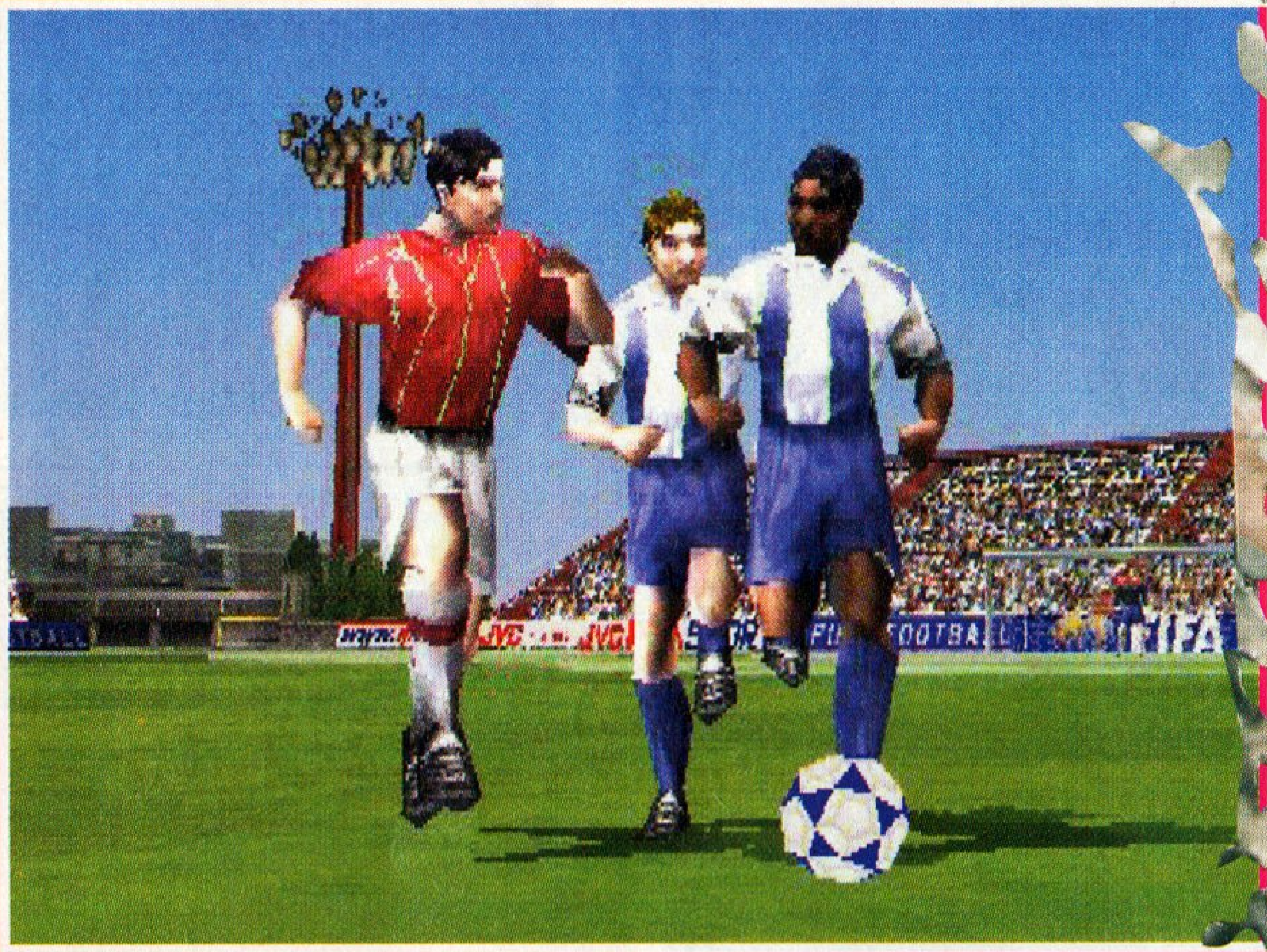
If you ever wondered why EA are so concerned with filling their game with US teams, it's because American gamers must be catered for as well. Such is the price of success.







Chicago Fire0 D.C. United0



▲ The keeper seems a little too relaxed seeing as the ball is nearing his net.

◄ Fight for the loose ball. It's all about who really wants it, isn't it?

► The three-legged tactic. Tie two players legs together for extra balance plus another foot to shoot with.

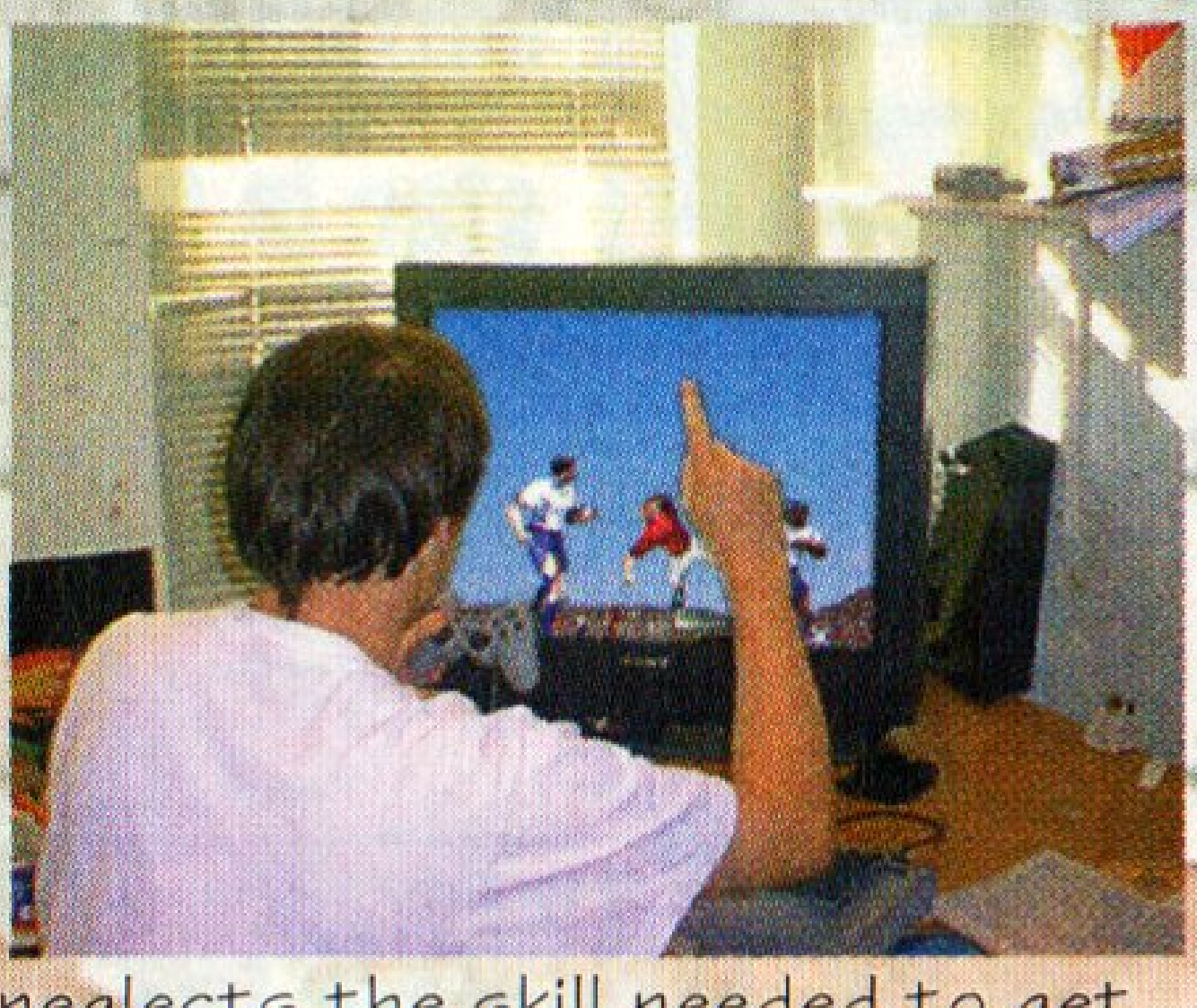
FIRST IMPRESSIONS

Have FIFA finally produced something you can play?

"It's just like watching FIFA '99 the crowd chants. And they're not wrong. It's still mainly the same old gamplay which, as ever, neglects the skill needed to get a clean shot on target (just look at any ISS title). With FIFA, all you have to do is press shoot anywhere near the penalty area and the rest is done for you. The good thing is that the goal keepers are lively enough to keep out the speculative balls while not being invincible when facing shots at point blank range.

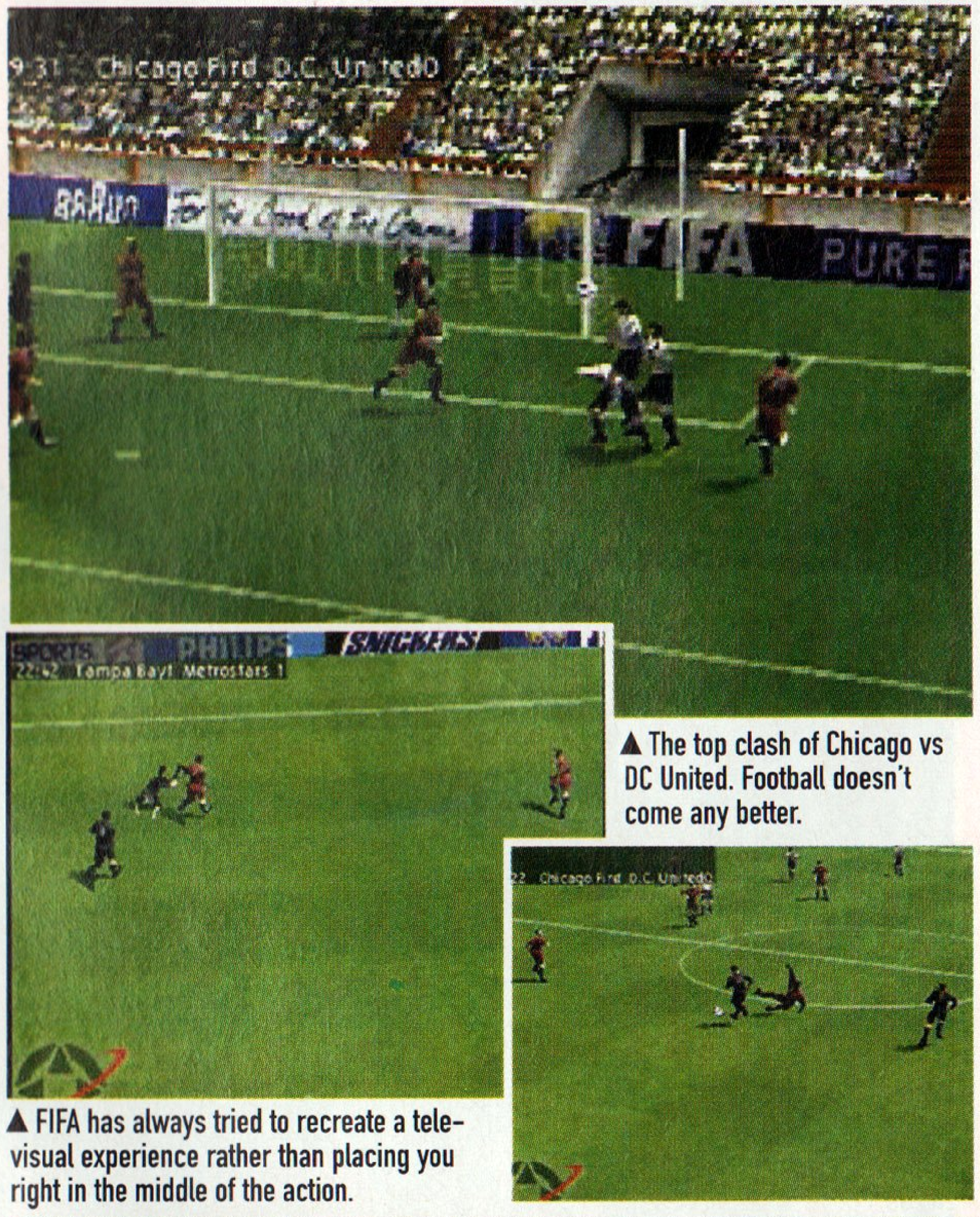
FIFA has always led the way with individual player movements and this good work is maintained with 2000. They've kept the double step over and the flick and heel over head from '99 while adding a few new ones. Very useful for wing play is the pause and then sprint forward, but more important is a shielding feature. By holding a shoulder button your player turns his back on his opponent and shields the ball. Now, instead of simply hitting the ball to your strikers and relying on their pace, your front men can now wait for support.

FIFA still has the most complete package as far as team selection goes which does make this a good title. However, the sustained sales of the series will ensure that FIFA 2000 won't have to rely on gameplay alone to succeed.



THEY'RE TINY!

While replay action is in your face, the actual game view keeps its distance from the pitch, which ultimately means that much of the detail goes to waste.

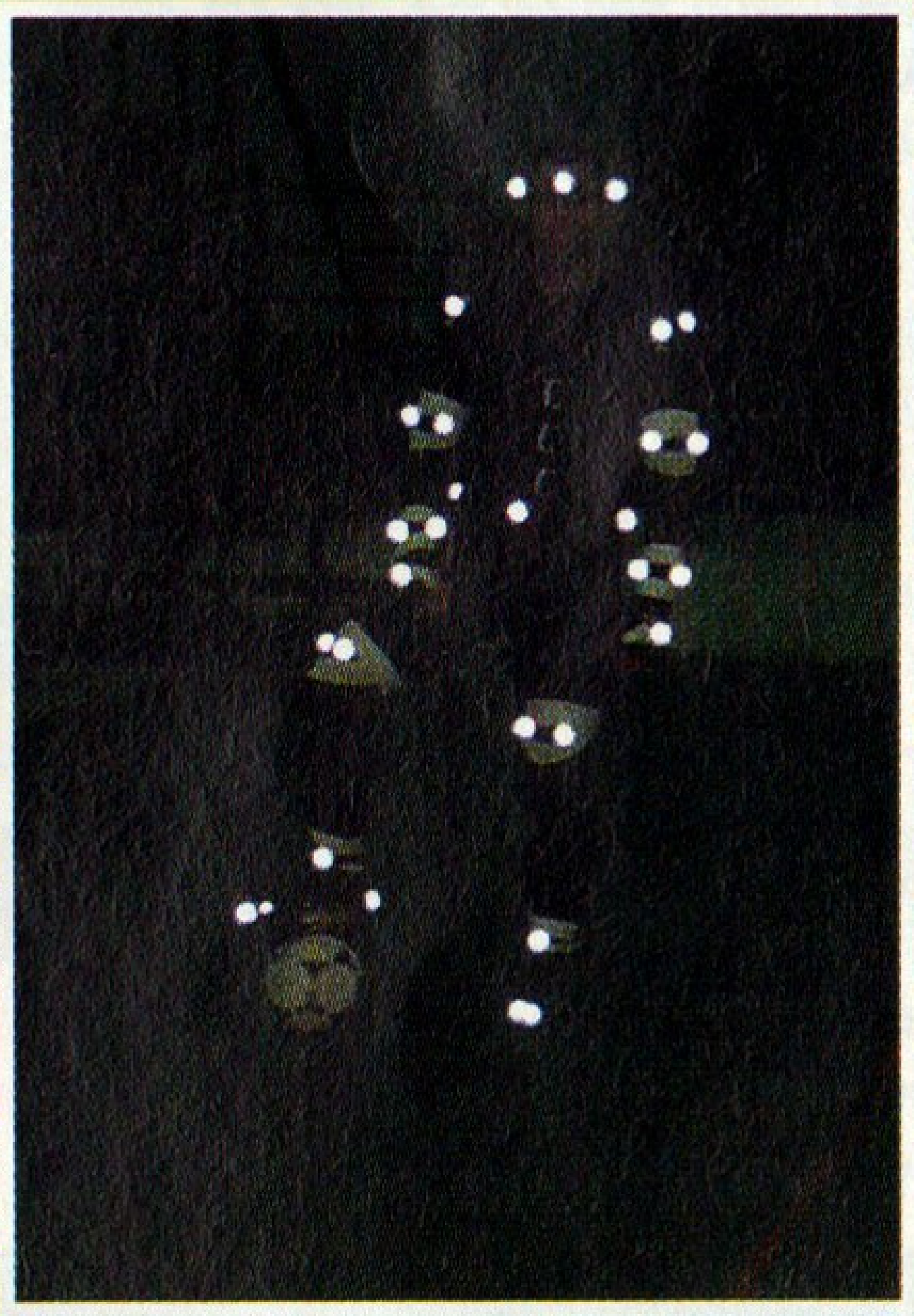

9:31 Chicago Fire0 D.C. United0
22:42 Tampa Bay0 Metrostars 1
Chicago Fire0 D.C. United0

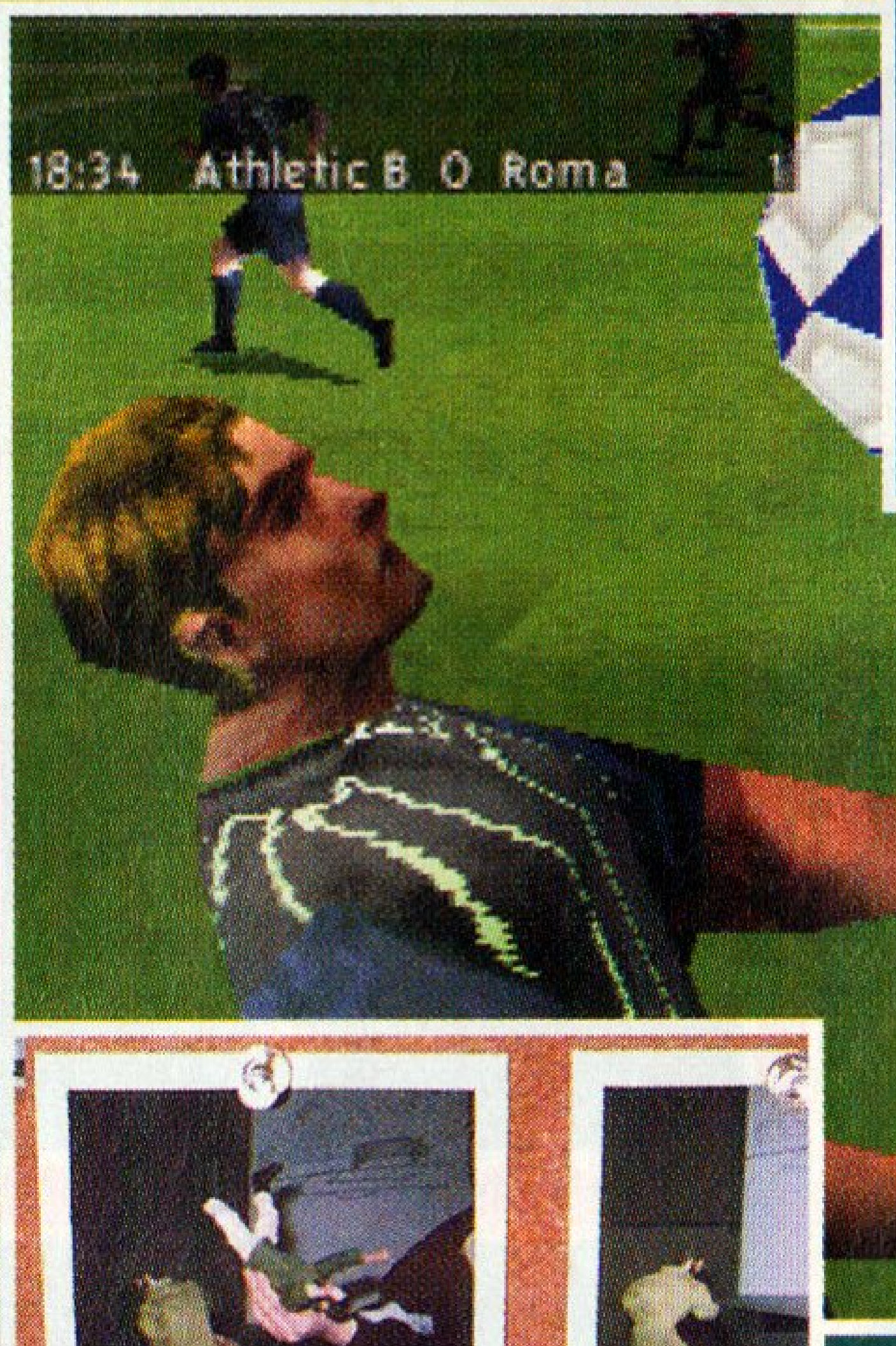
▲ The top clash of Chicago vs DC United. Football doesn't come any better.

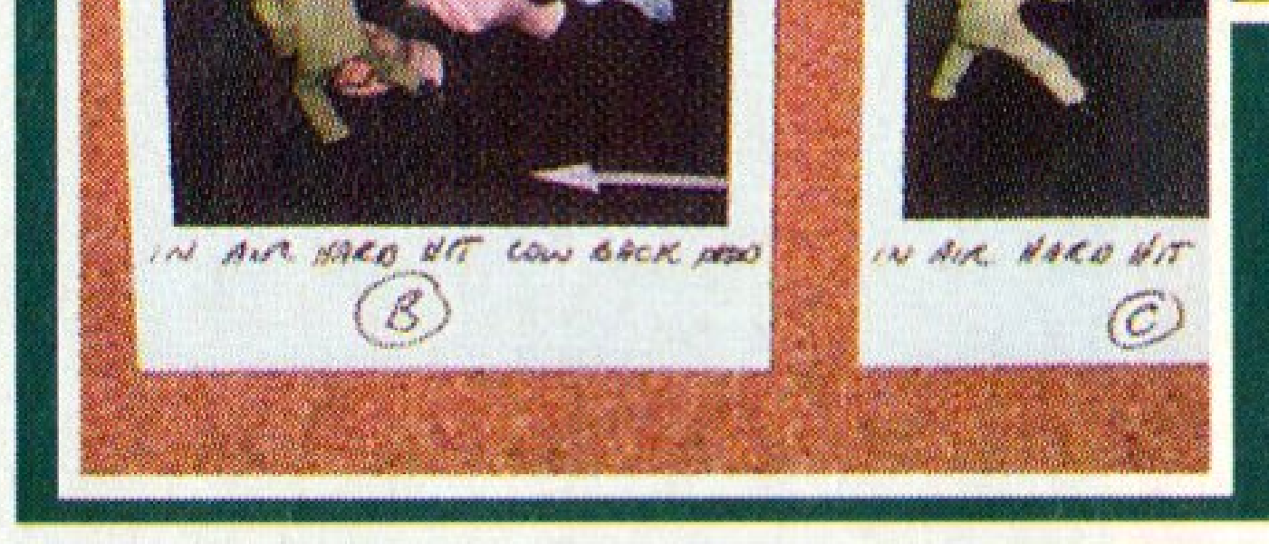
▲ FIFA has always tried to recreate a televisual experience rather than placing you right in the middle of the action.

BISH, BASH, BOSH!

If you thought game development was the latest technology and hi-tech gadgetry, you'd be wrong. All it took to create this level of detail was a couple of posed action men and an athletic guy in a light bulb suit. Oh the lies...





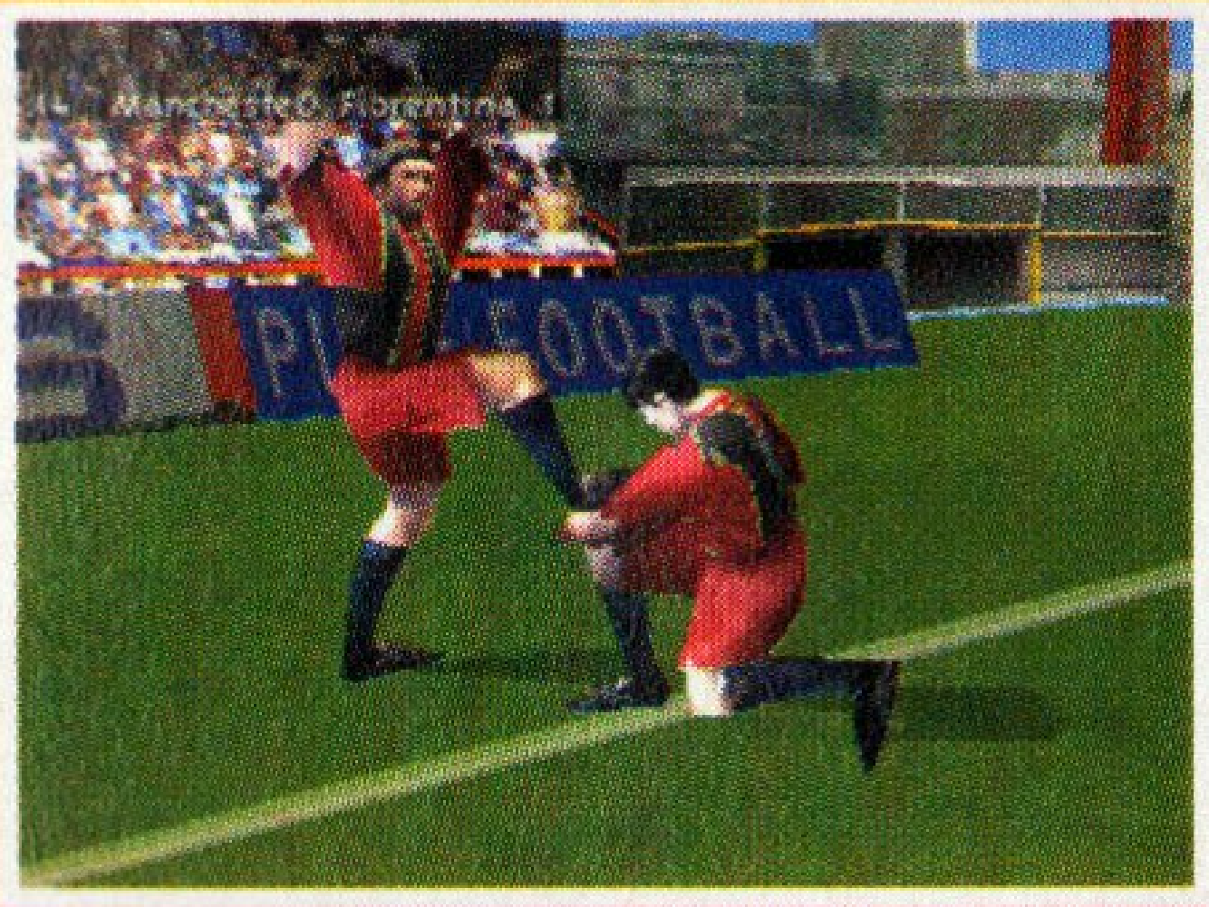


▲ The animation is perfect, down to which direction the player looks.

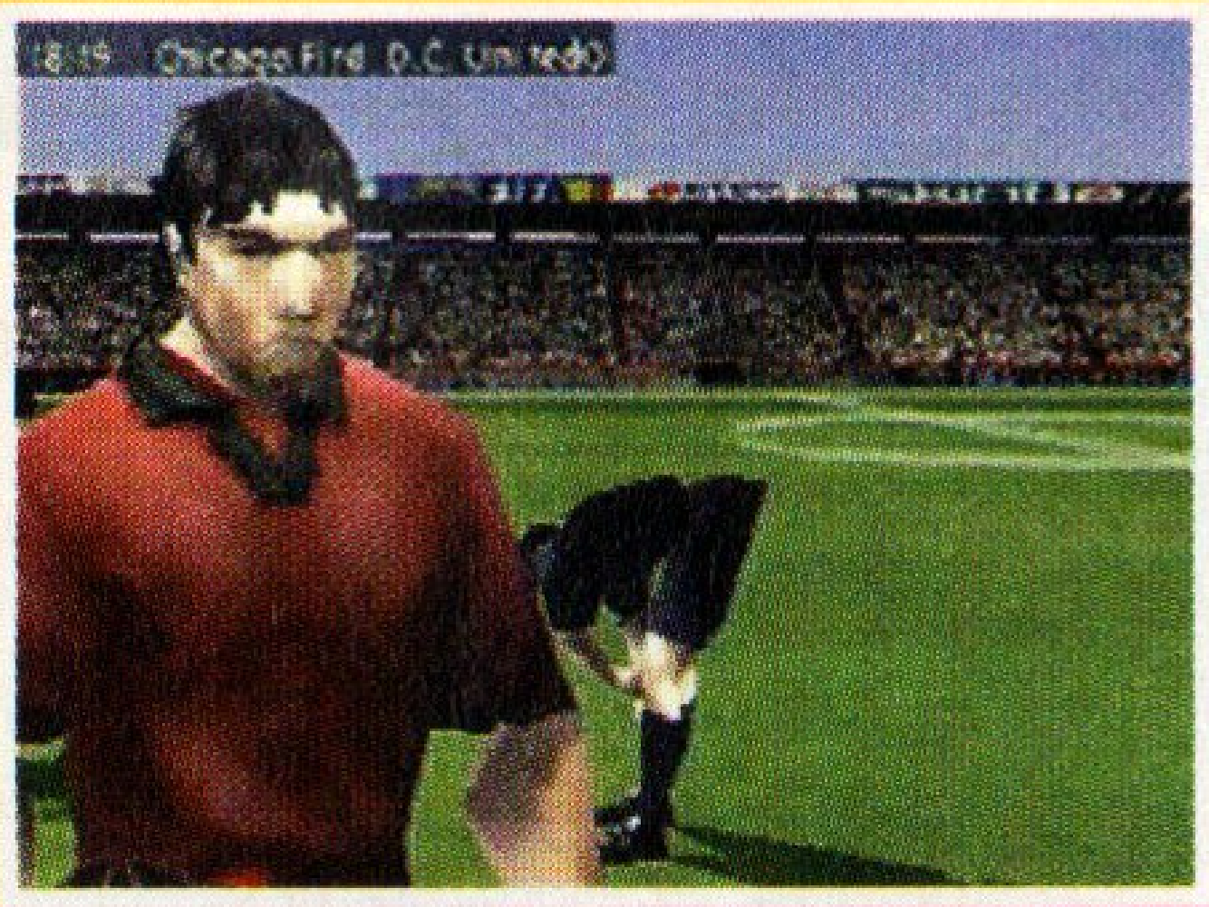
◄ To relax during the strain of development, they played with dolls.

PART OF THE RICH TAPESTRY!

All football simulations, rather than putting a couple of extra hours attention to the graphics or the gameplay, are obsessed with including referee abuse and outlandish goal celebrations. Whatever happened to a firm hand shake and a cheer?



▲ You've got some… er mud on your shoes, you muddy shoe person.



▲ Greame Le Saux storms off in a big huff as the referee starts to take the mick.

▲ Instead of a yellow card the referee orders him to drop and give him ten.

▲ I can just imagine Jaap Stam, Roy Keane and Denis Irwin doing this one.

GOOD COP BAD COP

+ More of the same slick production with all the new players and teams.

− More of the same slick production just with new players and teams.

WHERE IT'S AT

It's warming up and doing the necessary stretching to make the big Christmas impact.

As soon as Santa empties his sack, we'll review *FIFA 2000*.

DATA ▶ FORMAT PREVIEWED: PLAYSTATION PRICE: £40 OUT: NOW

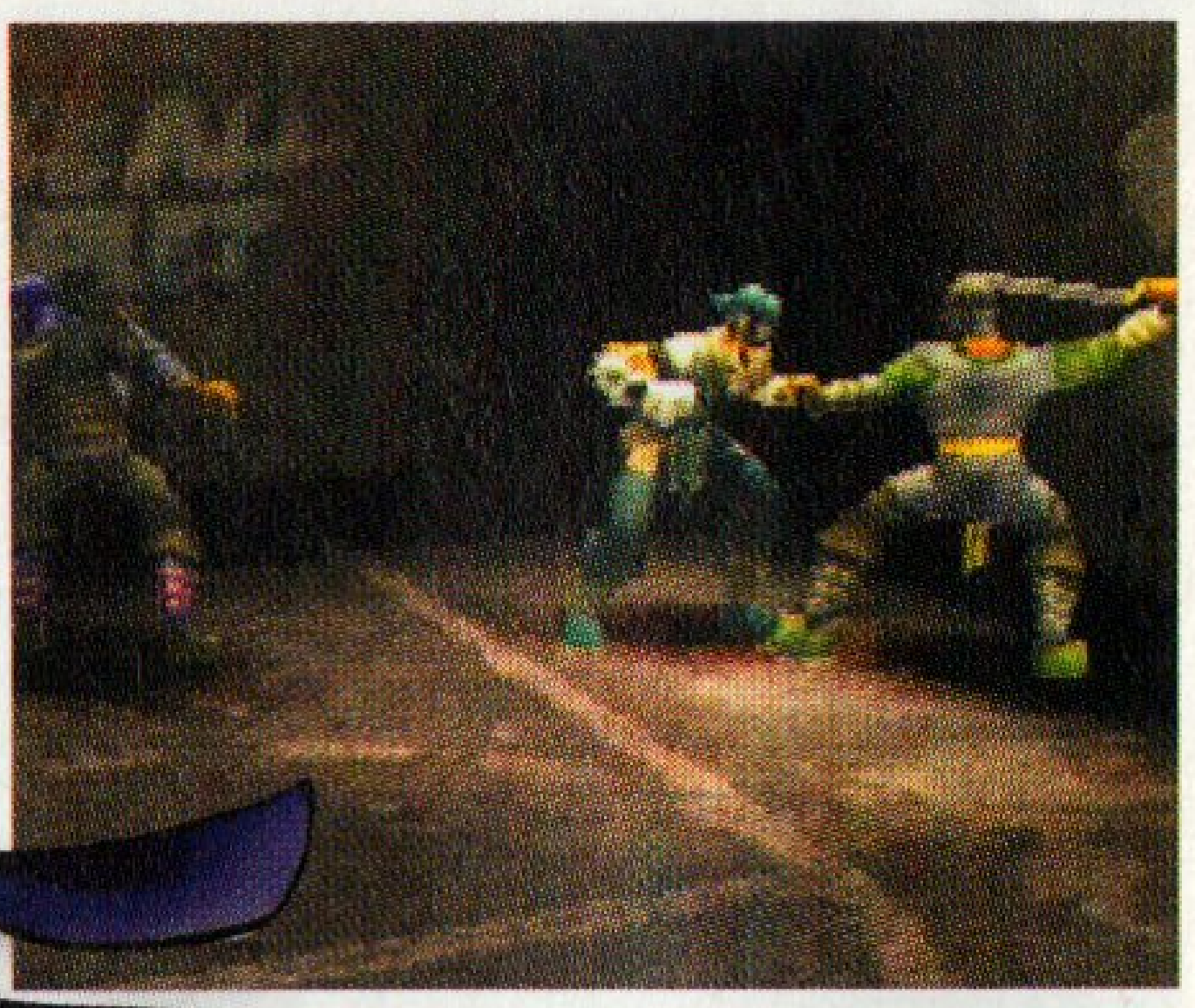
PlayStation

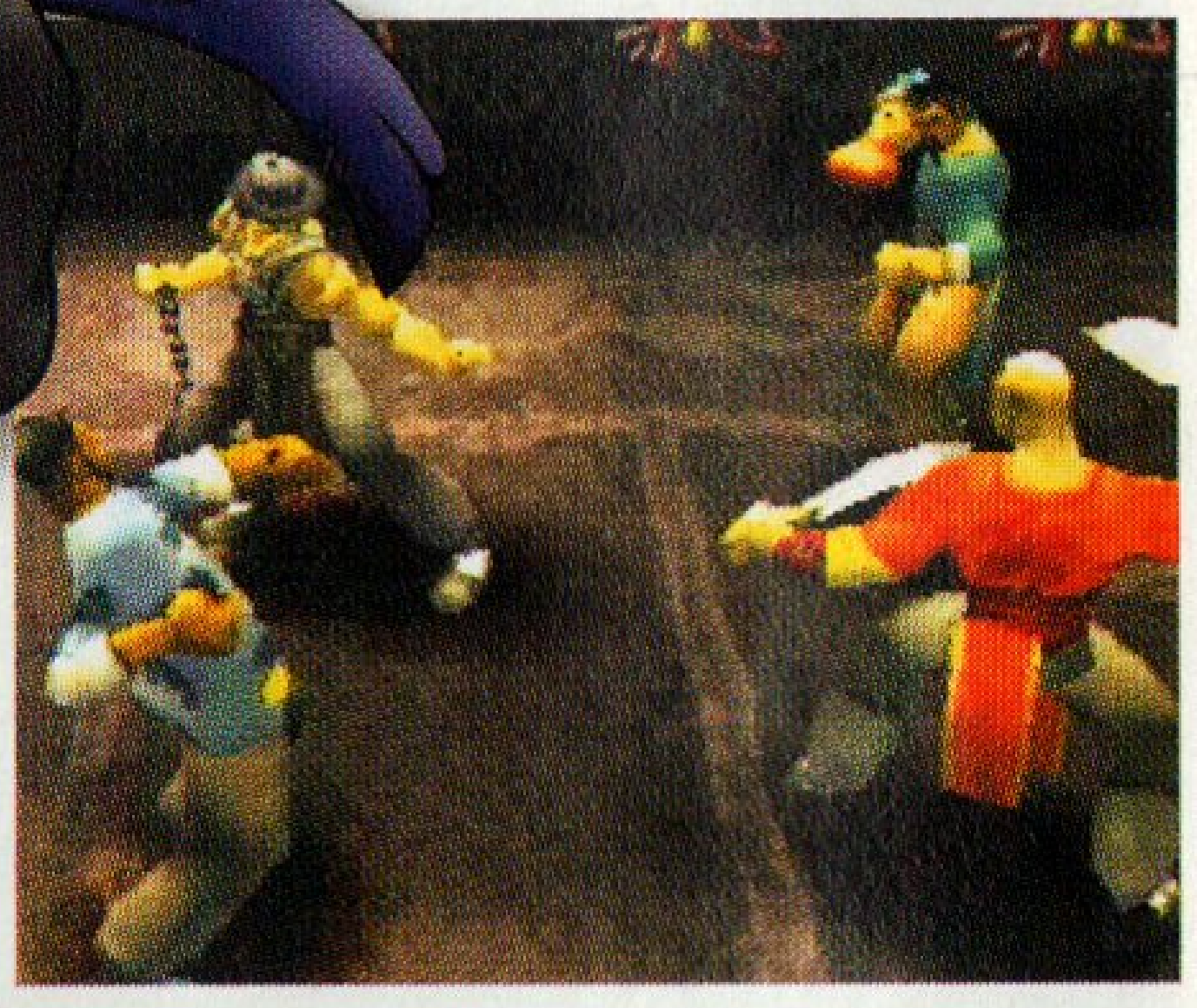
Previewer

Jamie Dolling

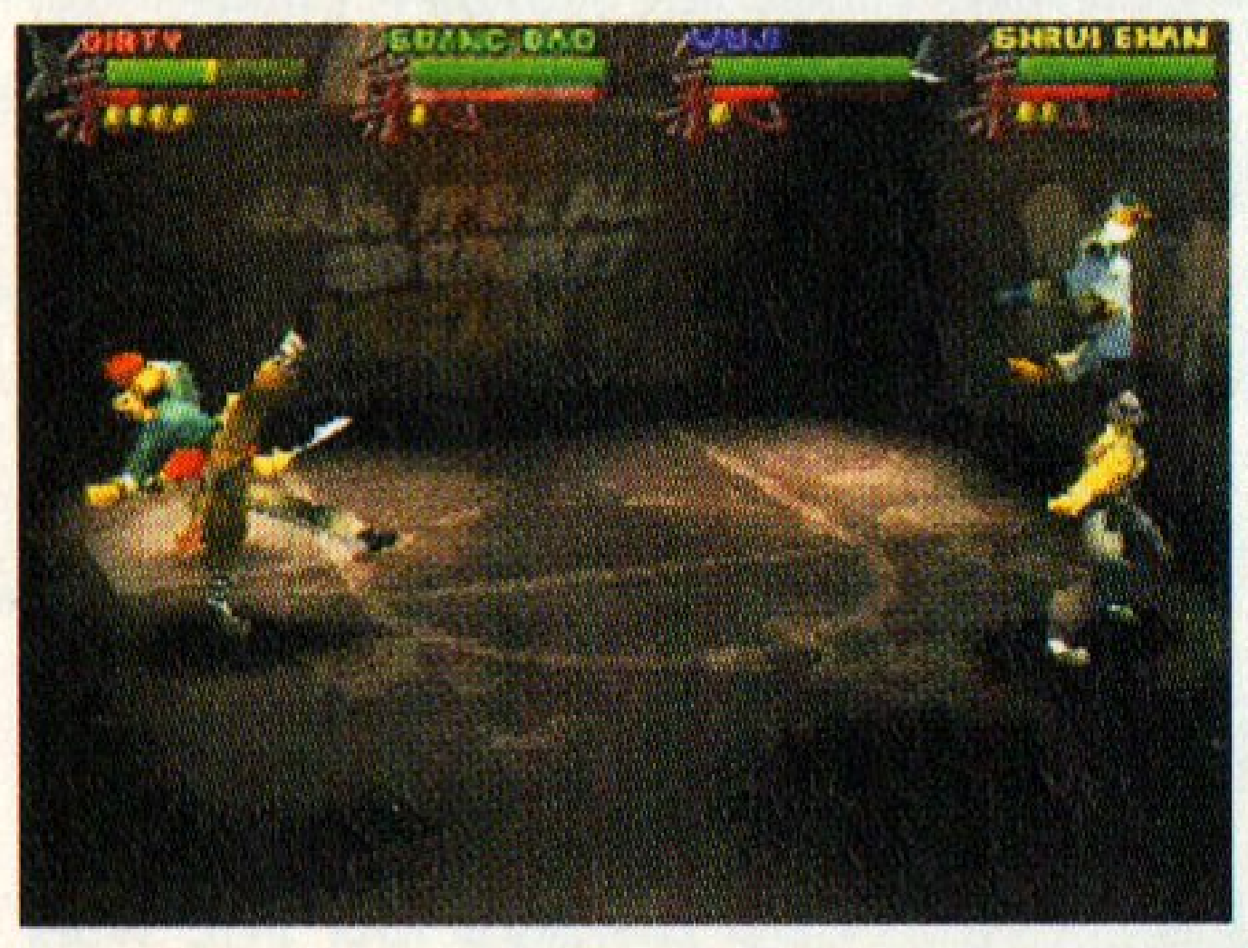
Yo homie! Who's in the house? Wu's in the house! Get down 'n' dirty with the first hip-hop outfit to star in their own videogame. So get ready for a chance to gang up on your mates!

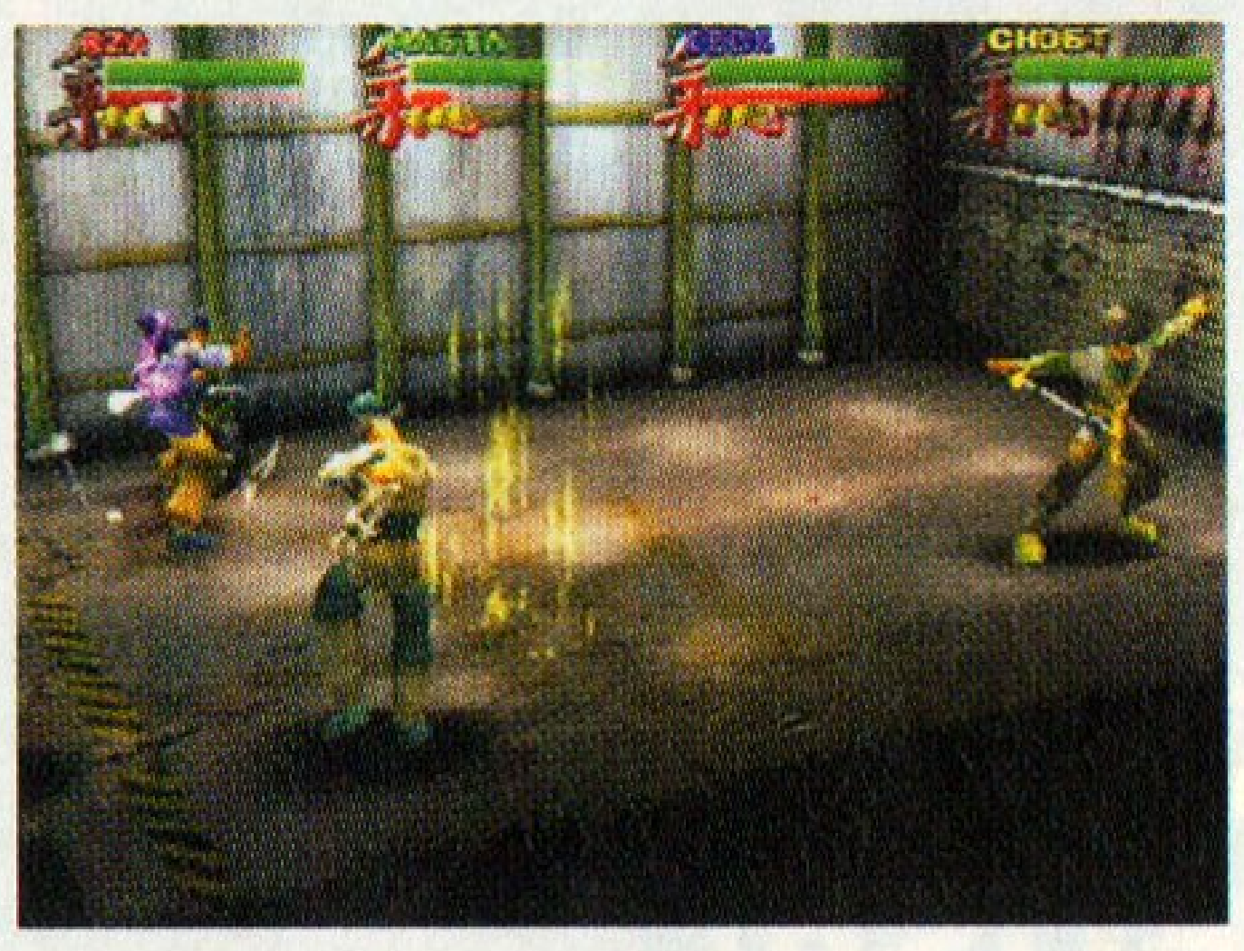
WU-TANG TASTE THE PAIN





NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOT ■ GAME! ■ FIRST SHOTS!





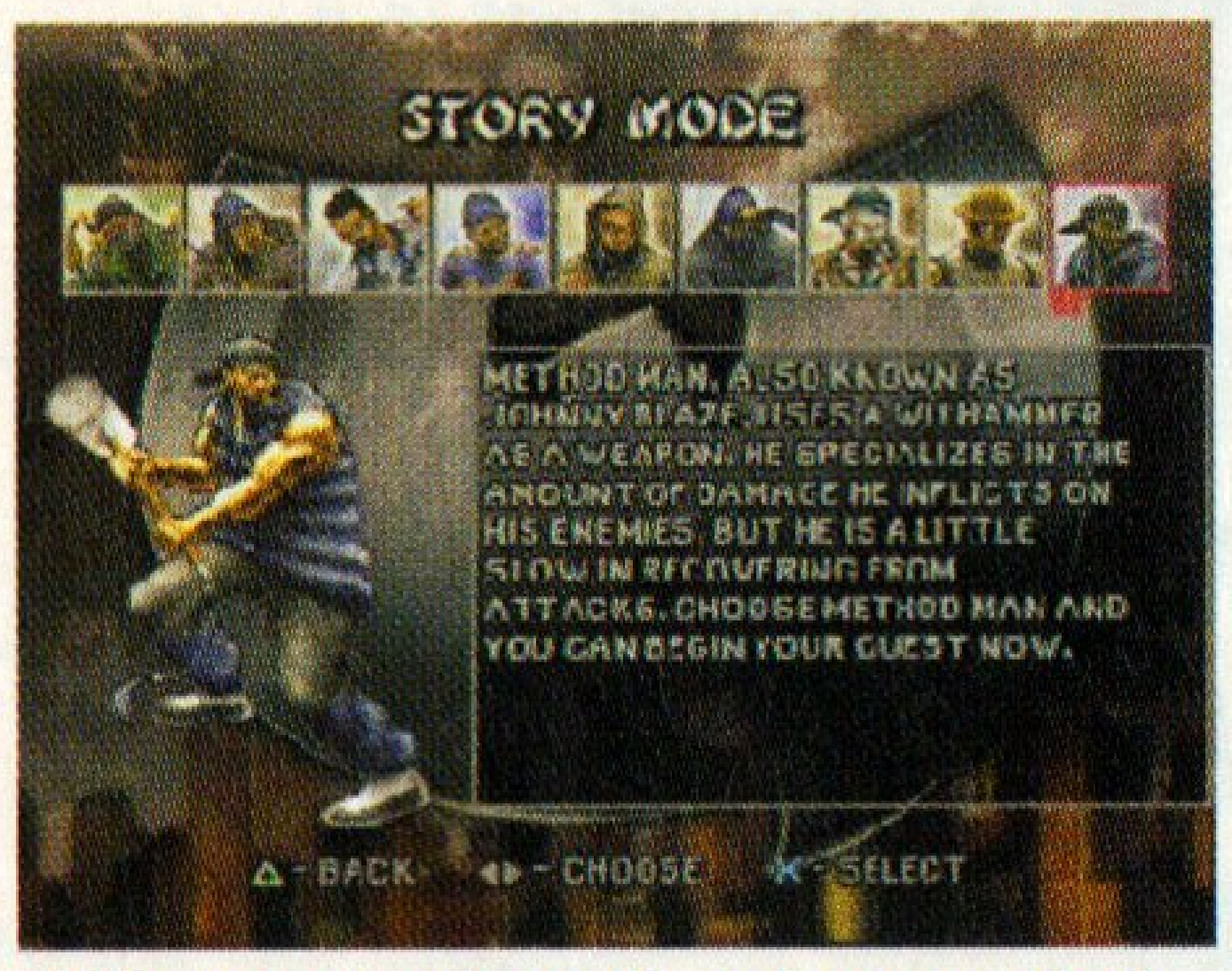
You've perfected the swagger, invested in the over-sized clothes and are gearing up to call your daddy a punk, but hip-hop credibility still seems a world away.

Well, fret not, as Activision are about to give you the chance to live the dream of being a real-life rude boy.

Yes, you'll soon be able to don the persona of one of nine members of martial arts obsessives the Wu-Tang Clan in *Wu-Tang: Taste the Pain* – a beat-em-up every bit as in-yer-face as the band itself. The controversy-courting kill scenes, which feature gore galore in a rip-his-head-off-style, and the four-player mode are what the hype will be about. But you'll be pleased to hear there's a game in there too.

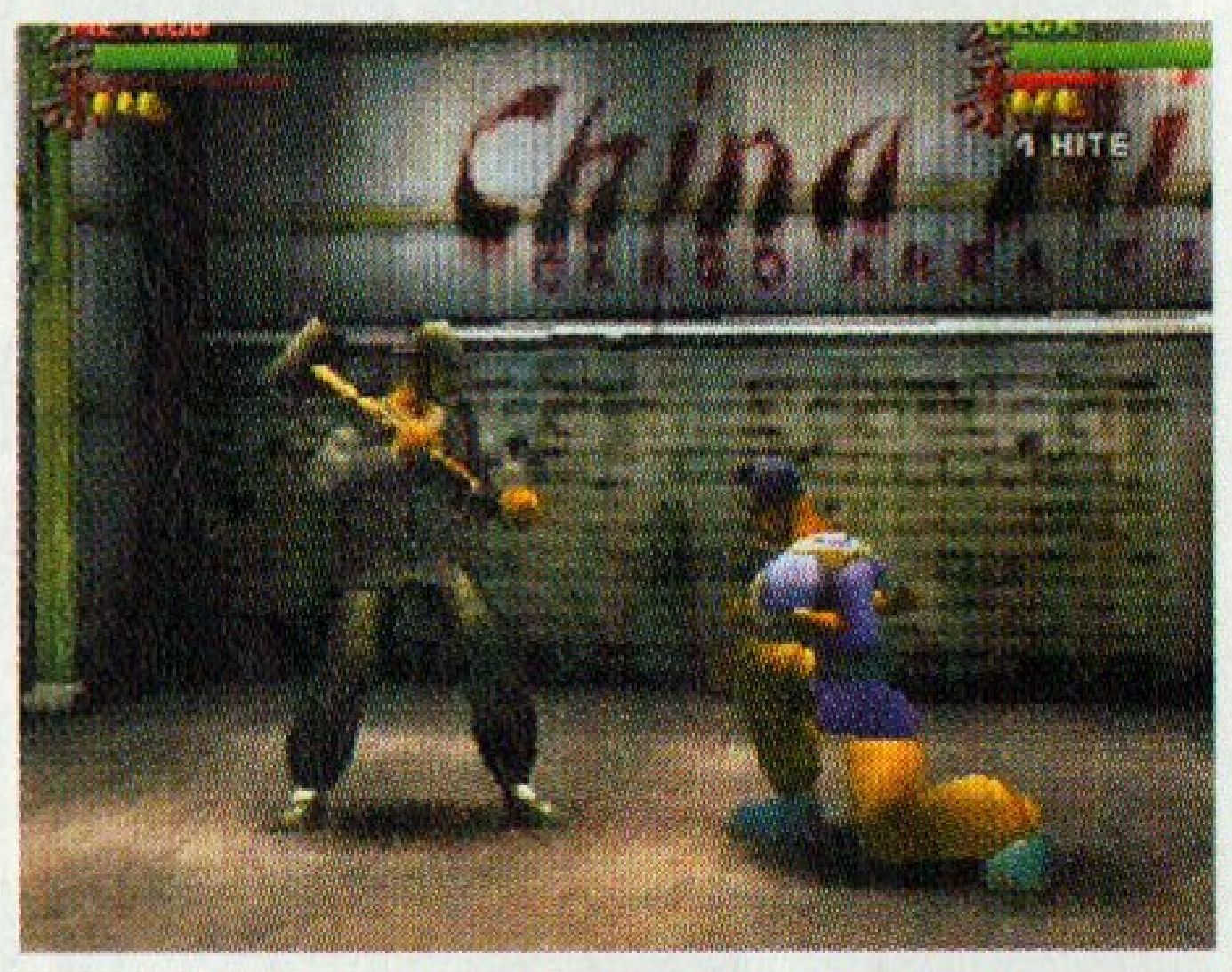
WU ARE YOU?

Step into your favoured Clansman's shoes and adopt their fighting style. Method Man is slow but carries a lump hammer while Masta Killah brings it on in Ninjitsu style.

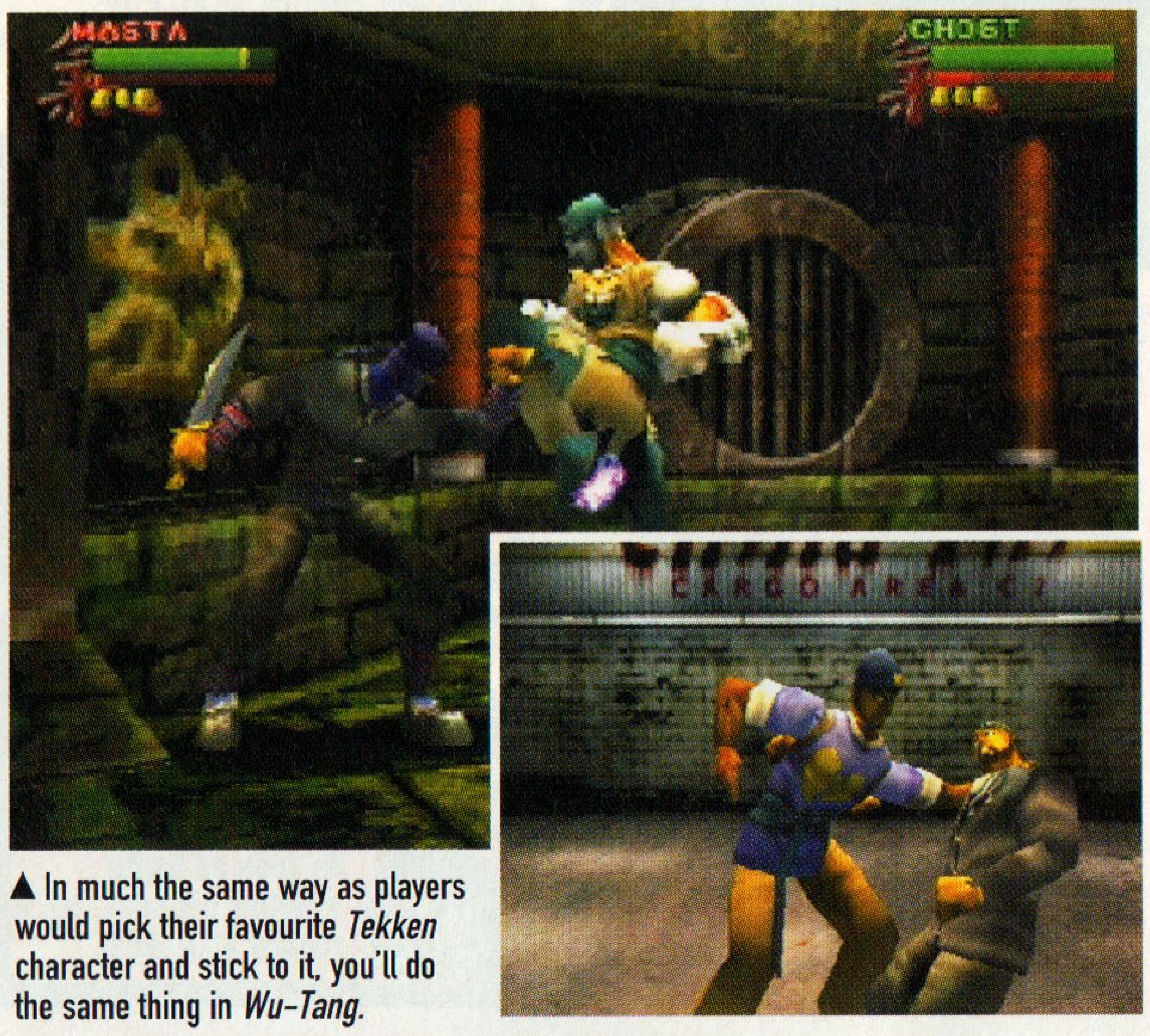


METHOD MAN, ALSO KNOWN AS JOHNNY BLAZE, USES A WU HAMMER AS A WEAPON. HE SPECIALIZES IN THE AMOUNT OF DAMAGE HE INFLICTS ON HIS ENEMIES, BUT HE IS A LITTLE SLOW IN RECOVERING FROM ATTACKS. CHOOSE METHOD MAN AND YOU CAN BEGIN YOUR QUEST NOW.

▲ Choose your Wu and you're away. Each member has their own individual style.



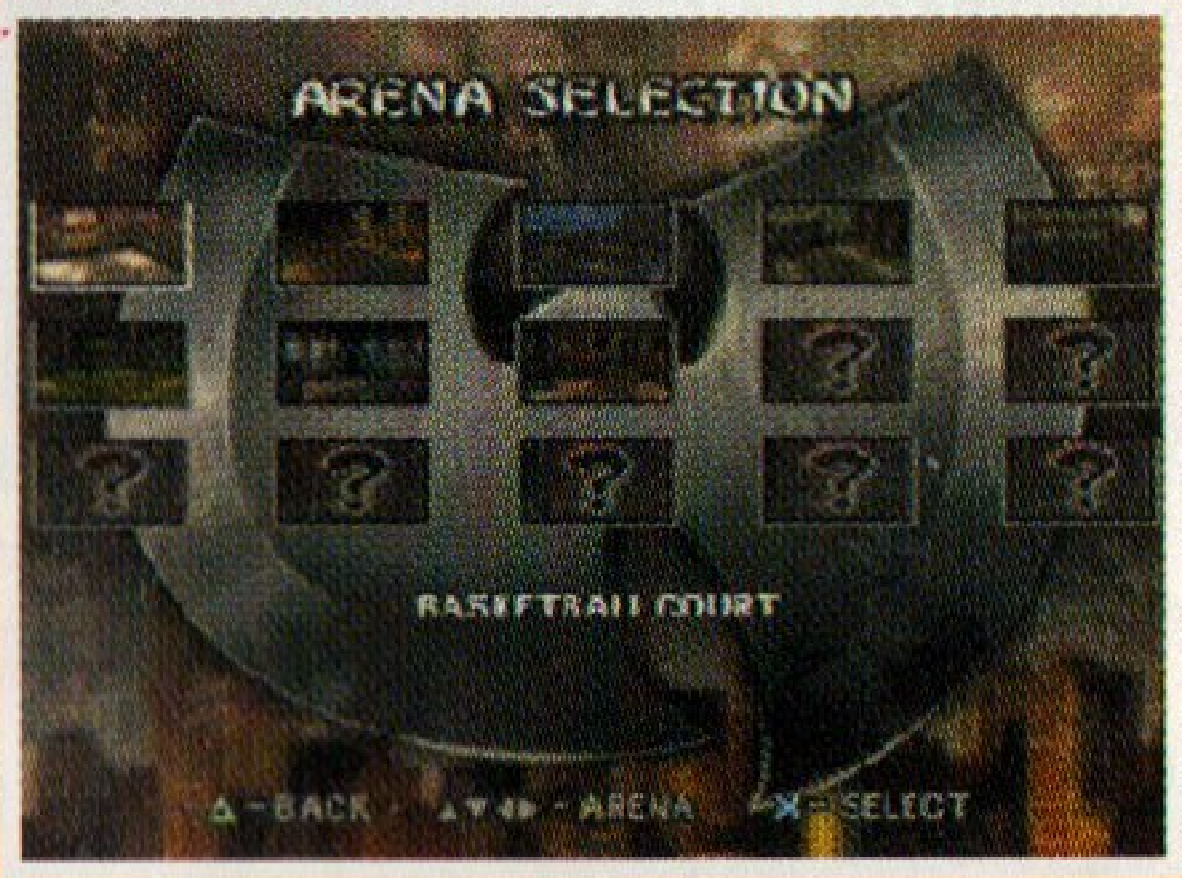
▲ Surely whacking people over the head with a bleedin' great mallet's a bit unfair?



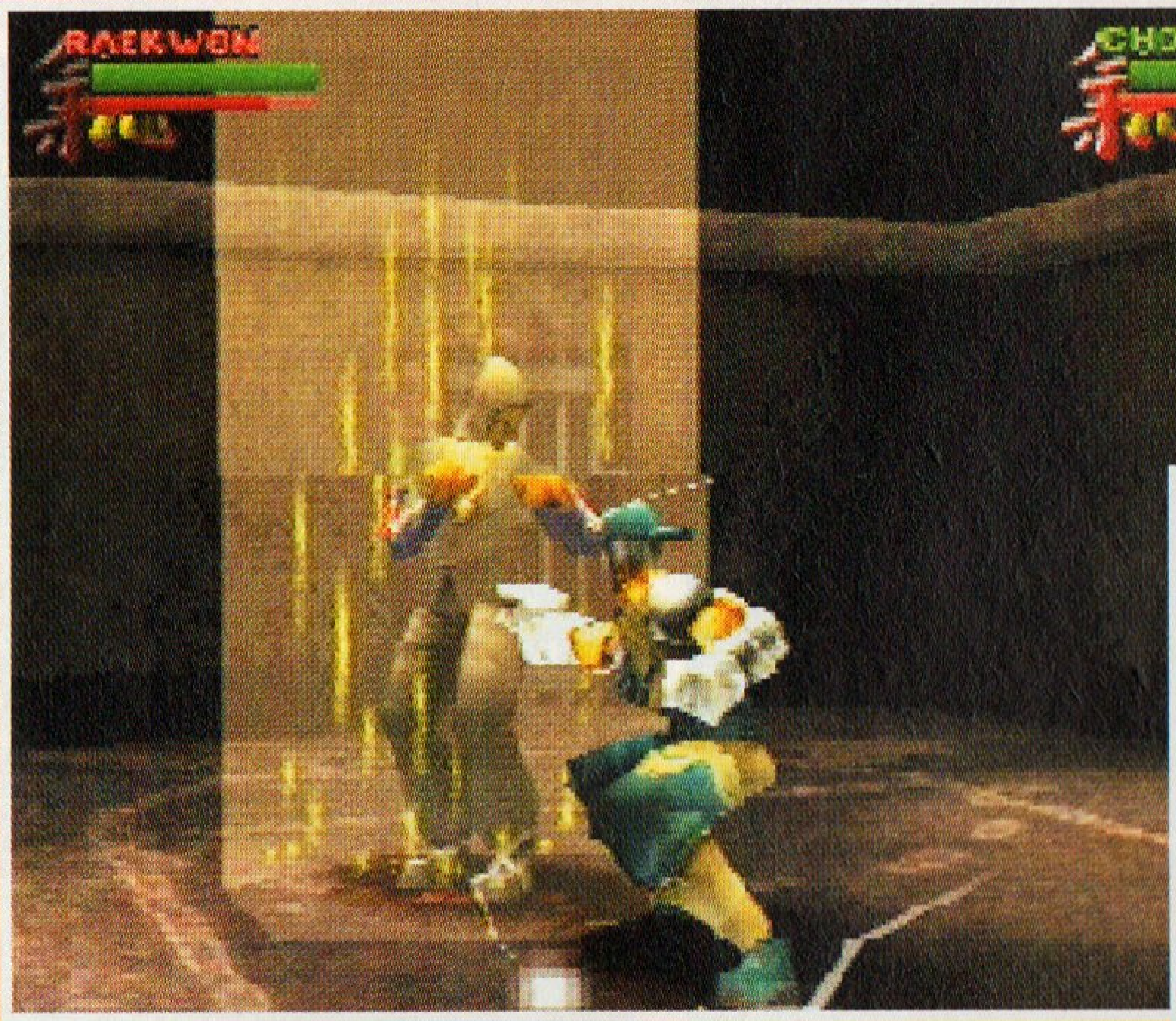
▲ In much the same way as players would pick their favourite *Tekken* character and stick to it, you'll do the same thing in *Wu-Tang*.

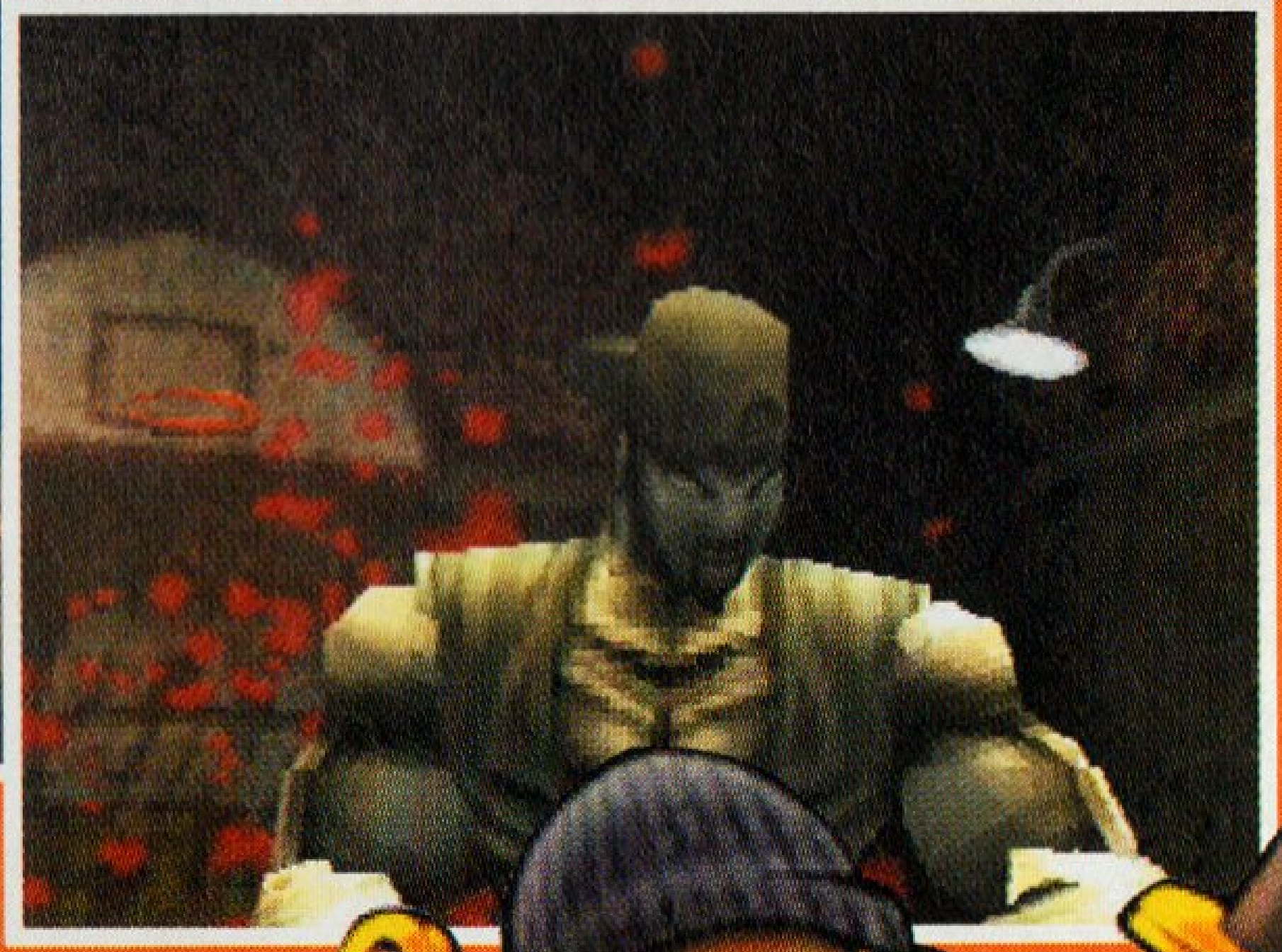
COME ON THEN!

Versus mode sees you pit your Wu against his brethren but there's no love lost. Against one, two or three opponents, the action is fast, fierce and funny – with the added bonus of seeing hip-hoppers killed without recourse to firearms.

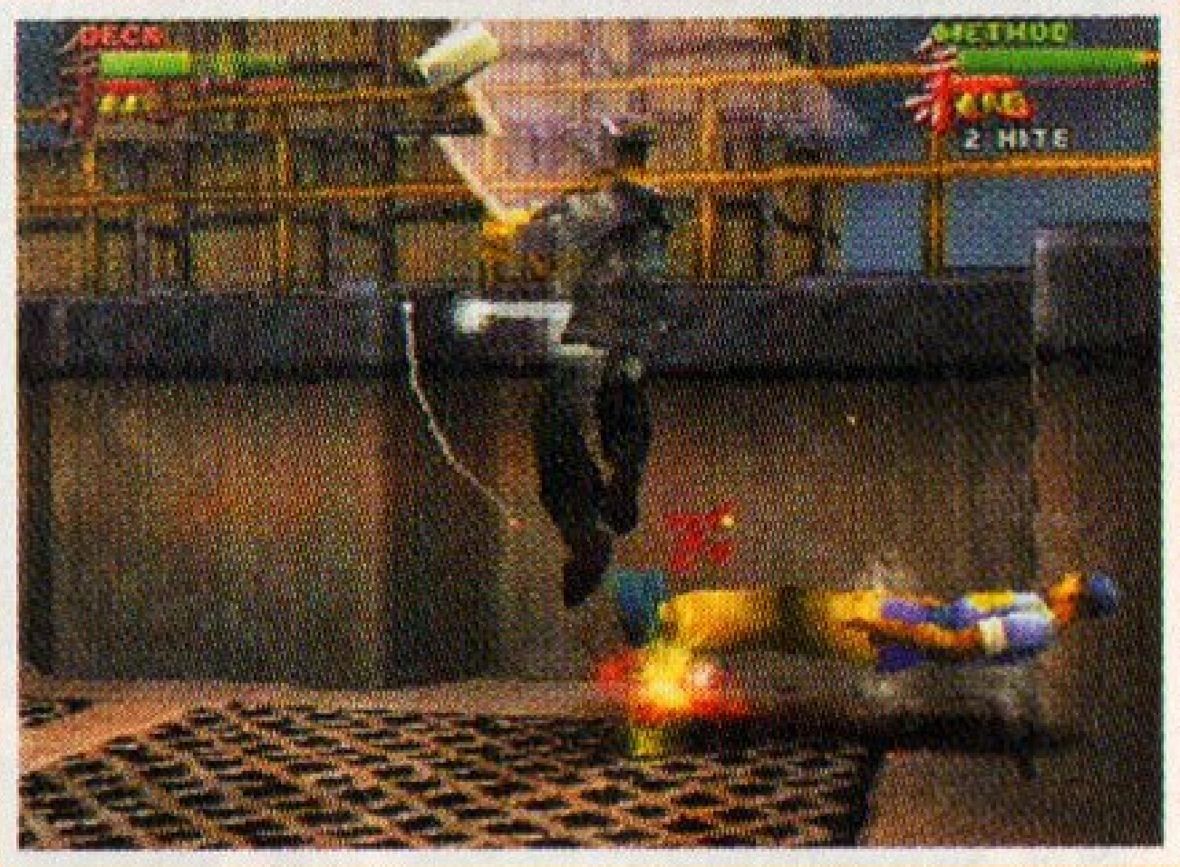


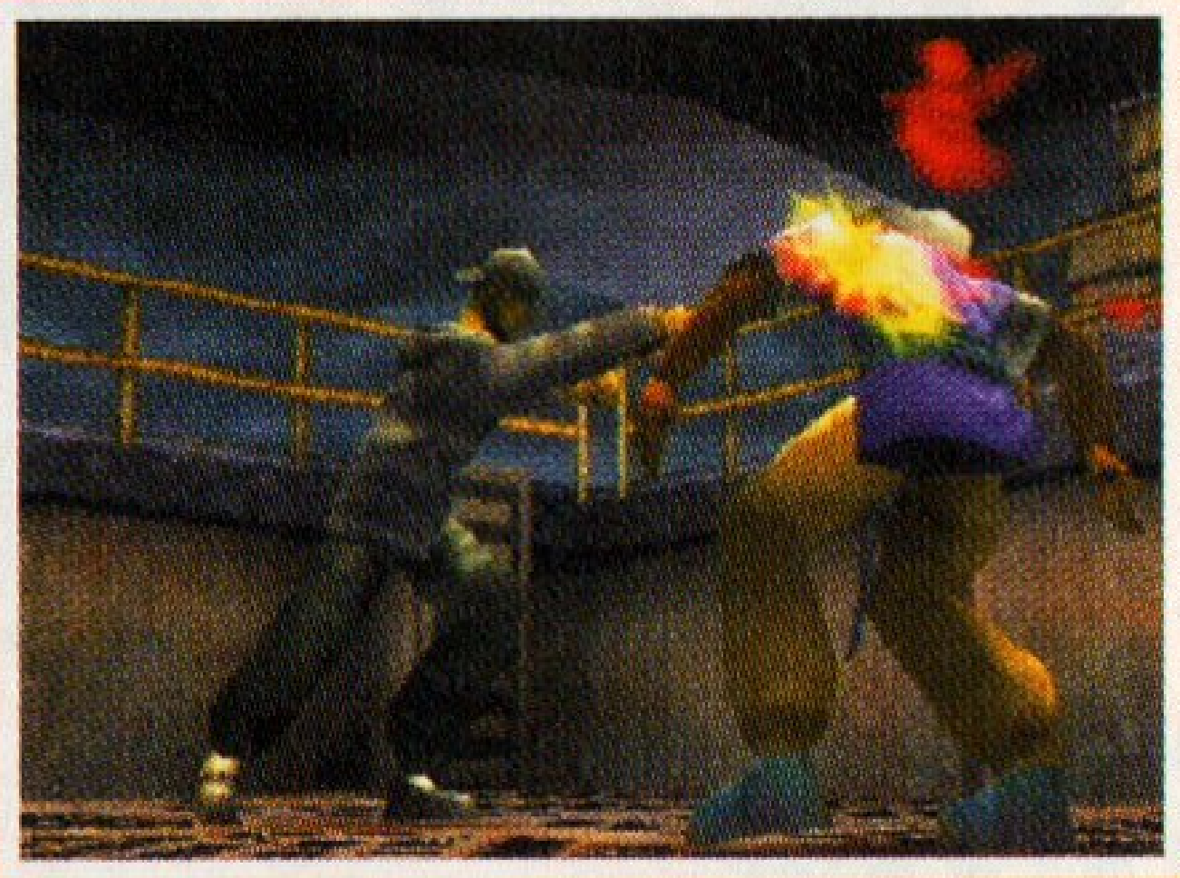
▲ Sadly, whichever arena you choose makes very little difference to the outcome of the fighting action…



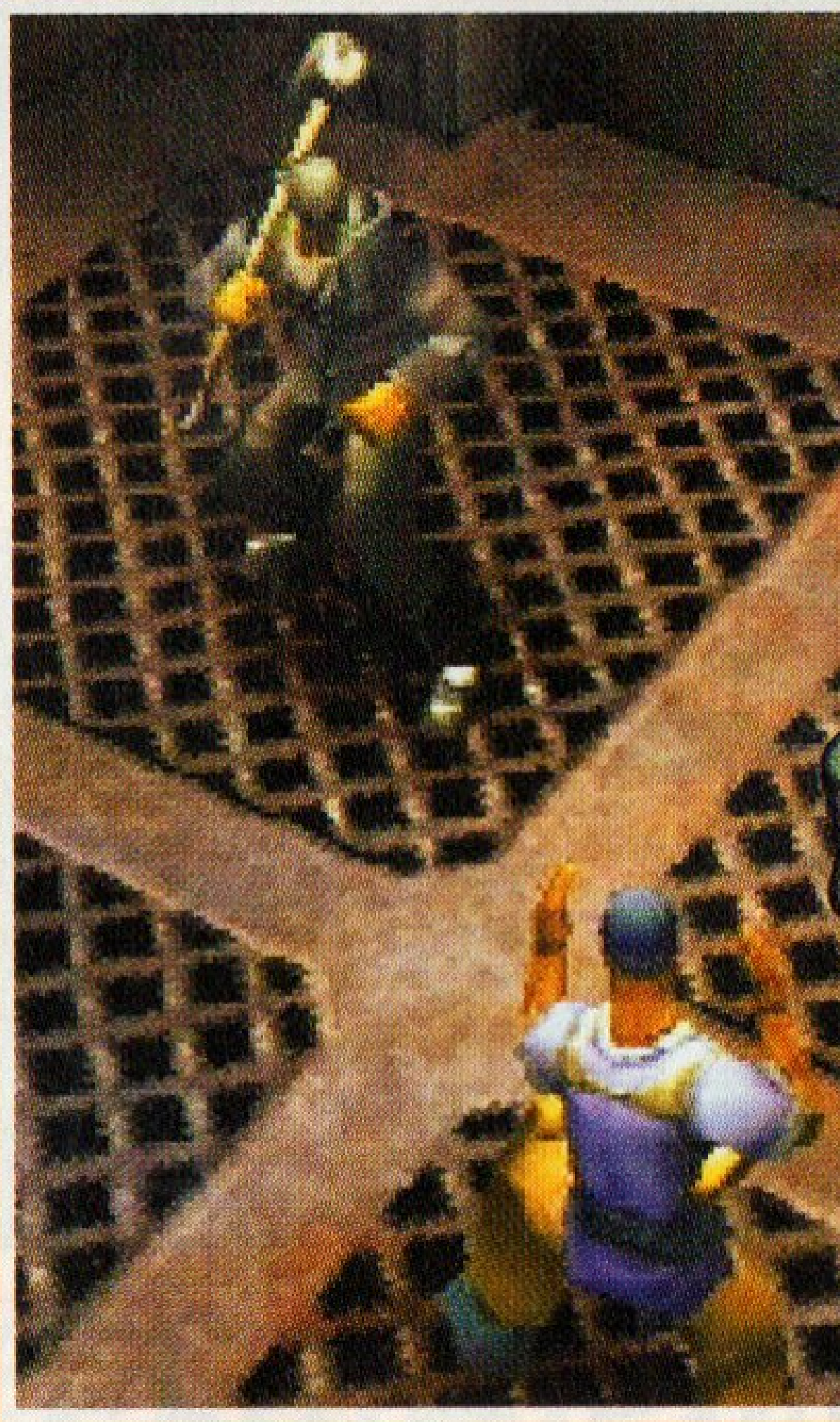


▲ *Taste the Pain* isn't the only PlayStation beat-em-up to make use of the Multitap: *Shao Lin* also allows for four-way battles too.





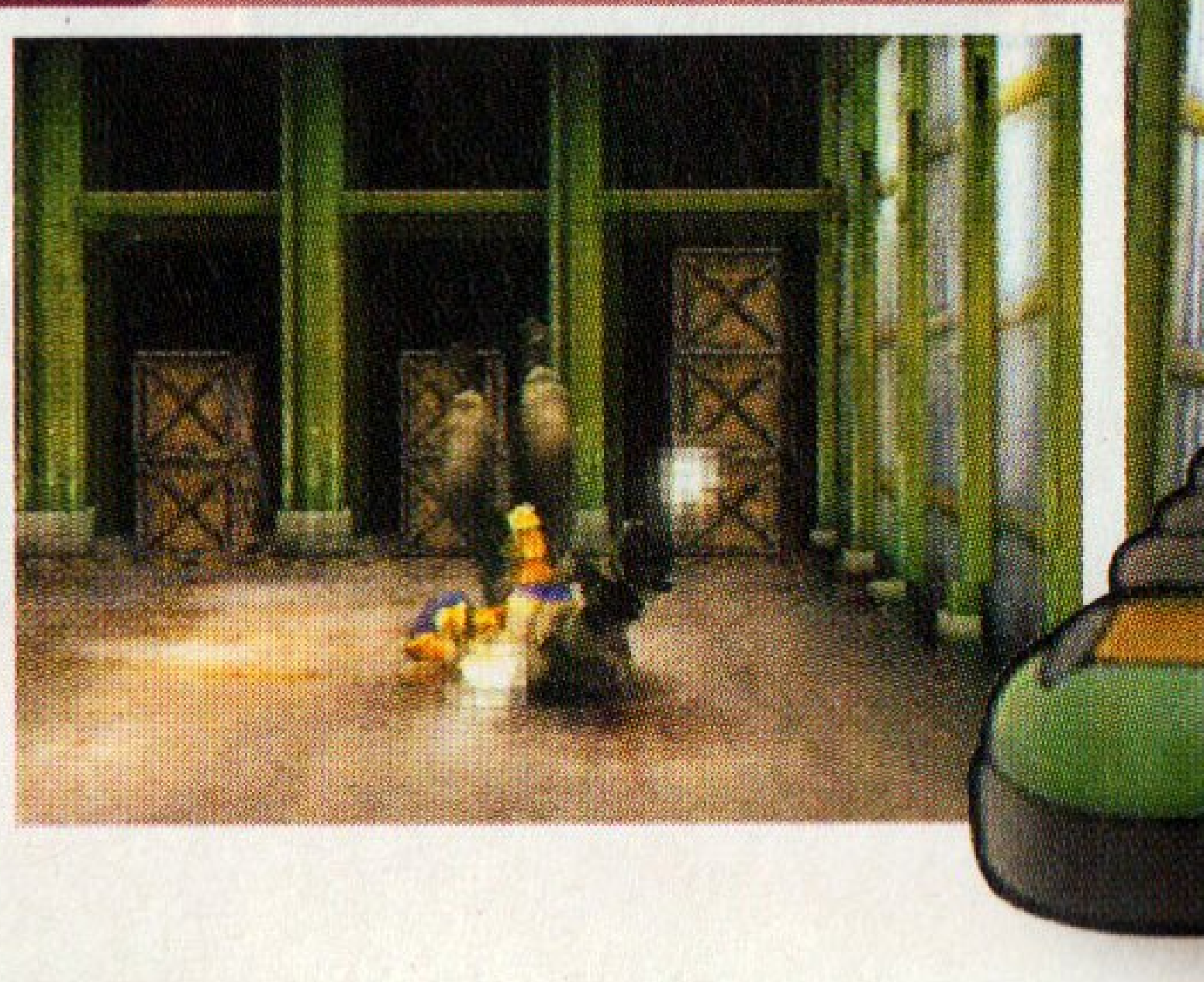
▲ Whatever they're doing to each other, it certainly looks well painful…



▲ As you'd imagine, the Clan provide the soundtrack to the fighting action.

FINISH HIM!

As the killer blow lands, the action stops and the screen blurs. Then, provided you've entered the parental lock code, it's gore time as the winner delivers the *coup de grâce*.



DEVELOPER: PARADOX
PUBLISHER: ACTIVISION

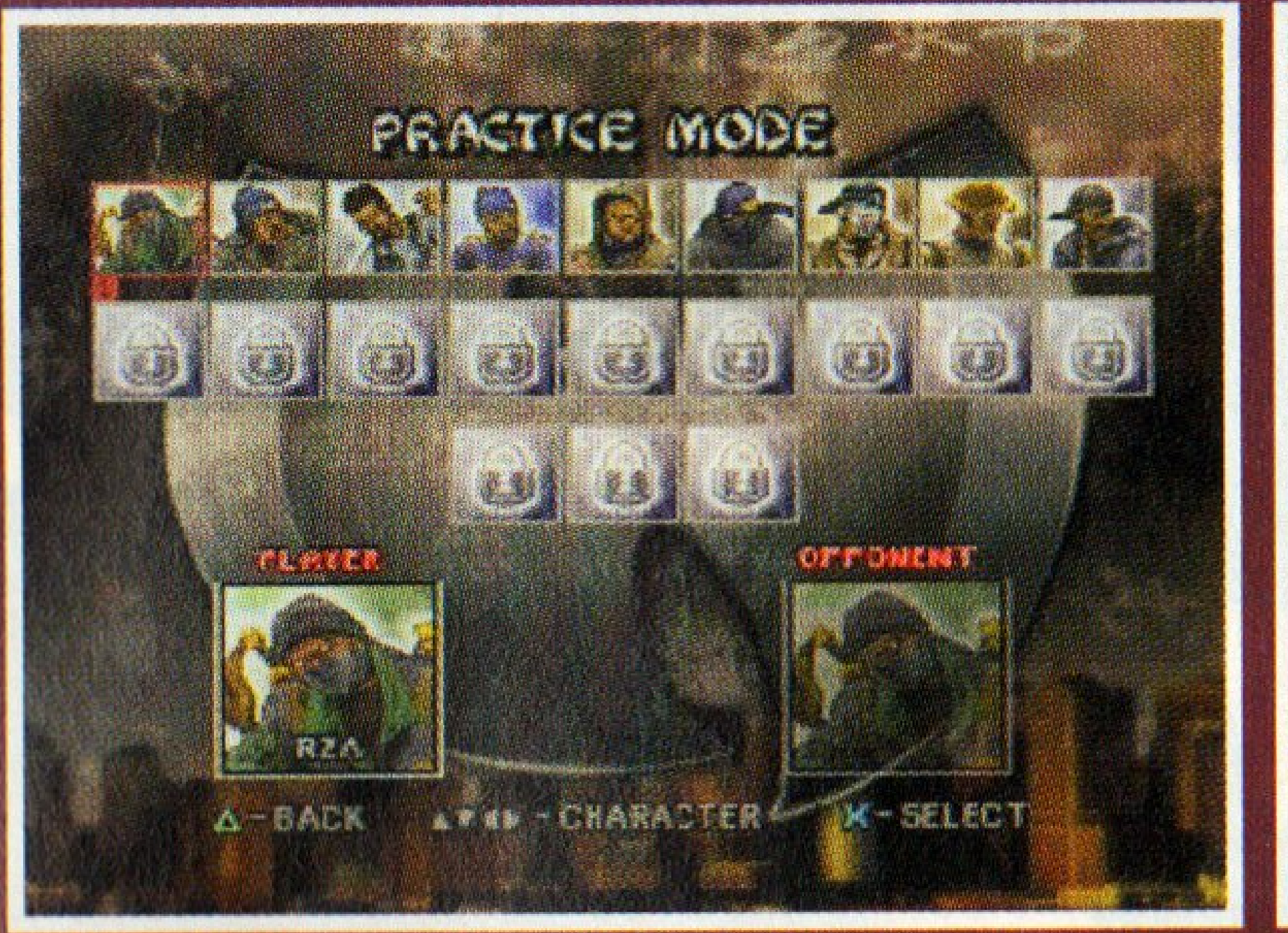
CALL: 01895 456 700
PLAYERS: 1-4

SPECIAL FEATURES: MULTITAP
OTHER FORMATS: NONE

WU-TANG CLAN

BACK TO THE LAB!

If you want to bring on the pain in *Wu-Tang*, you'll need to spend plenty of time in Practice mode. You choose a fellow Clansman to beat up on and get to try out your combat repertoire. Essential if you want to pull off combos or look flash.



▲ Yo melon farmer, do you think the Wu-Tang Clan got where they are today without doing some *practice* first?!

HITS 00
DAMAGE 000
TOTAL 000
RIGHT HOOK

▲ If you want to perfect the execution of those gory finishing moves, this is the place to do it.

HITS 01
DAMAGE 007
TOTAL 007
MID ELBOW-POWER KICKS

▲ Wu-hoo! Mid elbow power kicks? Methinks the Tang have gone a bit Wu in the head with this one.

ACCESS!

The opportunity to watch Ol' Dirty Bastard rip a man's head off or impale him may not be what your mum files under a 'worthwhile use of time on your computer'. So it's possible for the old crone to filter out the worst of the violence by not giving you the parental unlock code. Then again you're not missing much.

▲ It's not exactly the most realistic blood you've ever seen is it?

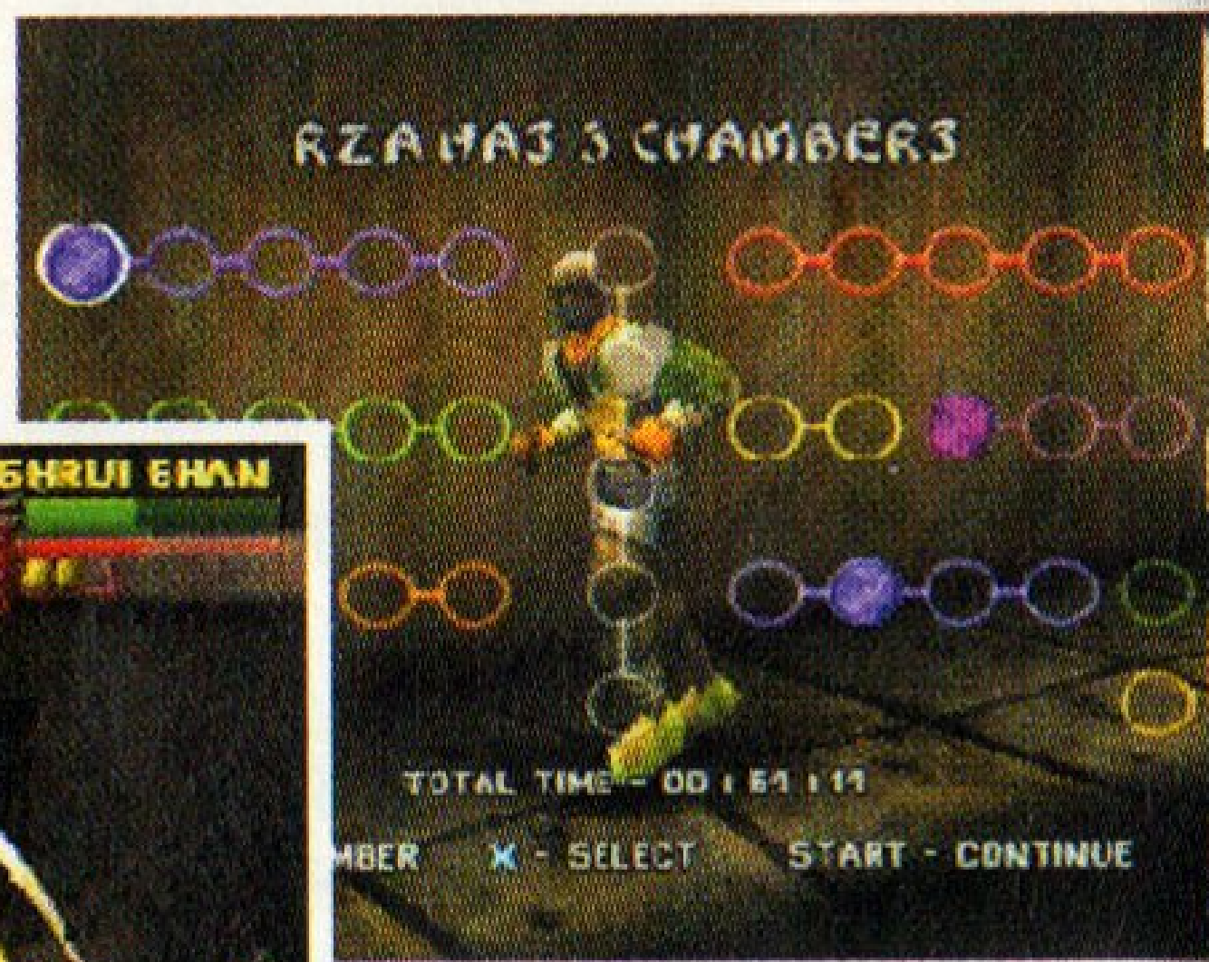
METHOD
NAN WANG

▲ The 'gore' scenes are a lot more comical than they are violent.

WHAT'S THE STORY?

Story mode has you trying to track down Master Zen, your martial arts instructor. You start off in Staten Island then jet off to China to complete the 36 chambers of the Wu-Tang.

▲ We're sure this is not the sort of thing that mystical Master Zen would advocate.



▲ You'll need to complete all 36 chambers to finish the Story mode.

▲ You'll end up traipsing from New York's Staten Island and Chinatown all the way across the Pacific to China itself.

RZA
GUANG DAO
UUJI
SHRUI CHAN

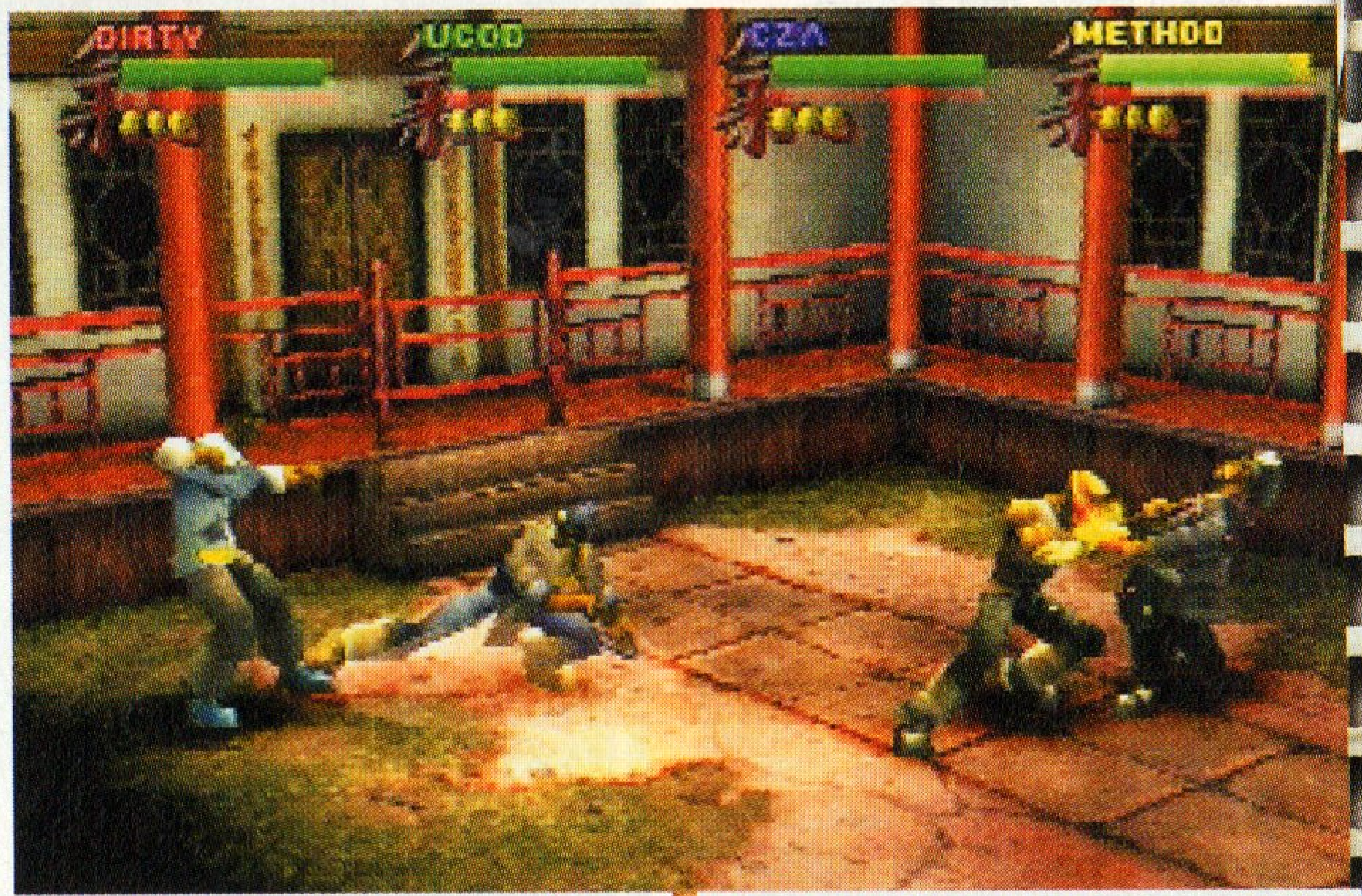
◀ Wu do you think you're looking at? Go on, chop his head off!

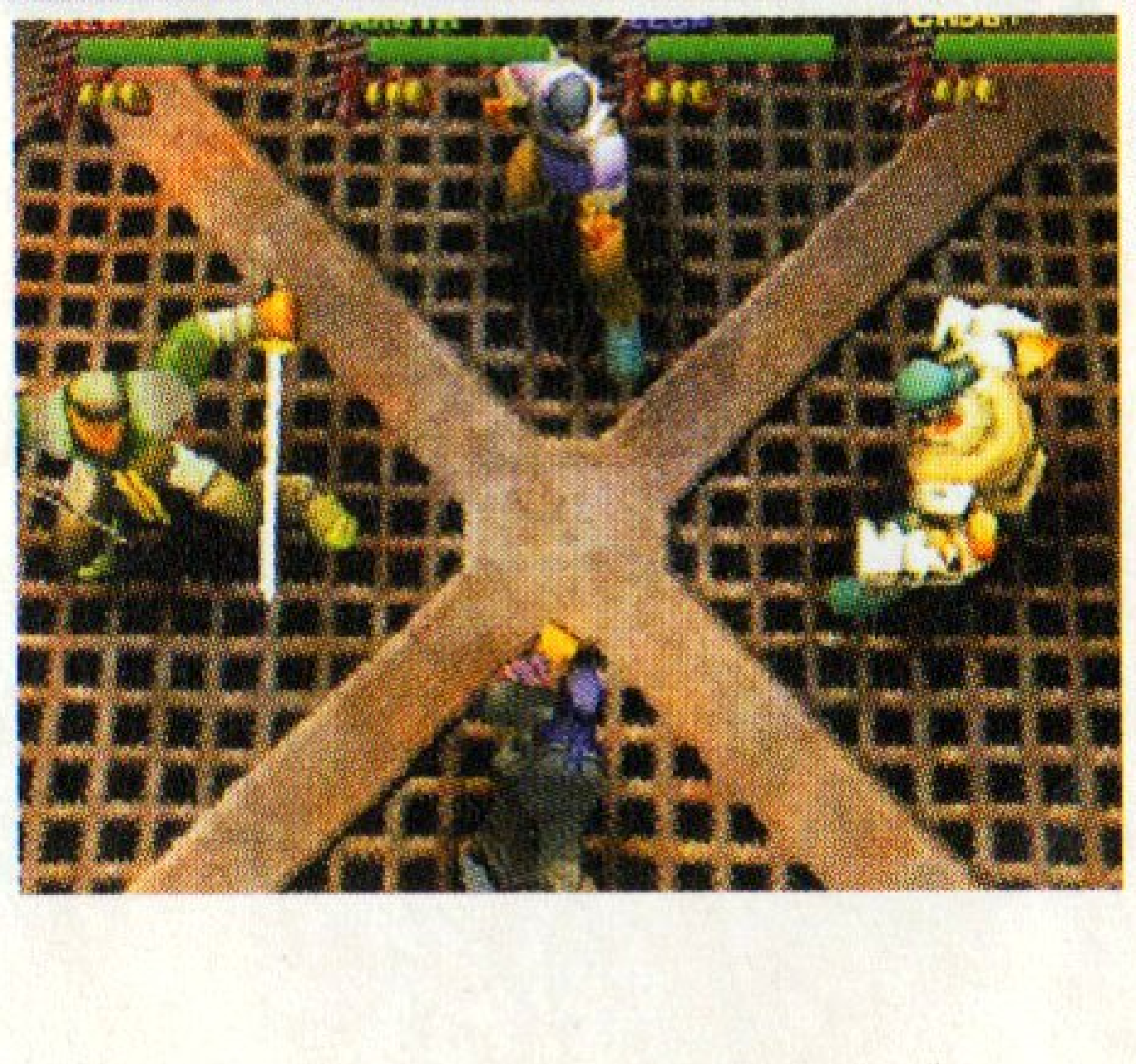
MULTI-MAGIC!

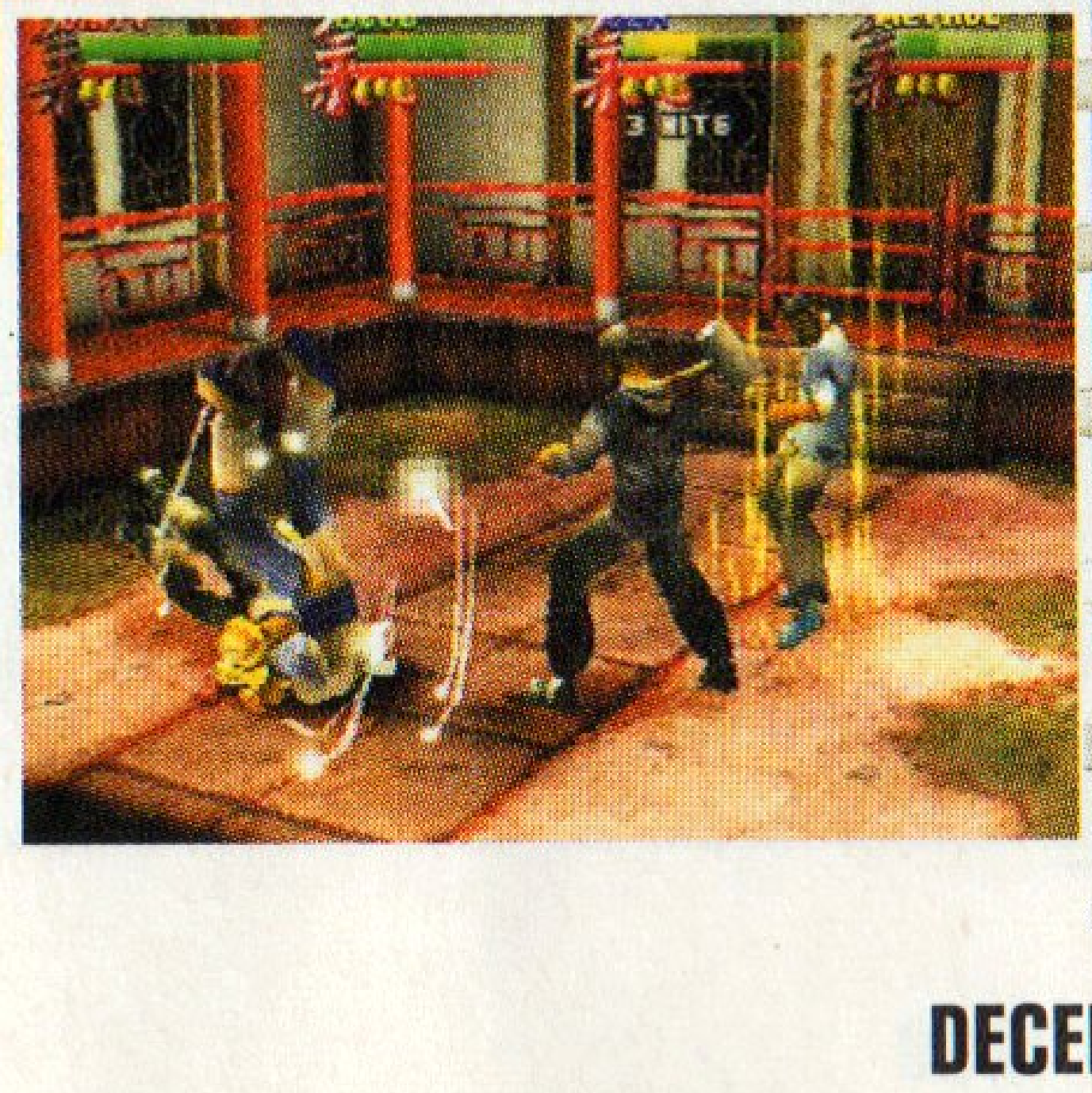
One of the best things about *Wu-Tang: Taste The Pain* is that you can plug in a Multitap and duke it out with three friends. Settle old scores, gang up on people, skulk around and wait for the competition to punch themselves out – all good fun.

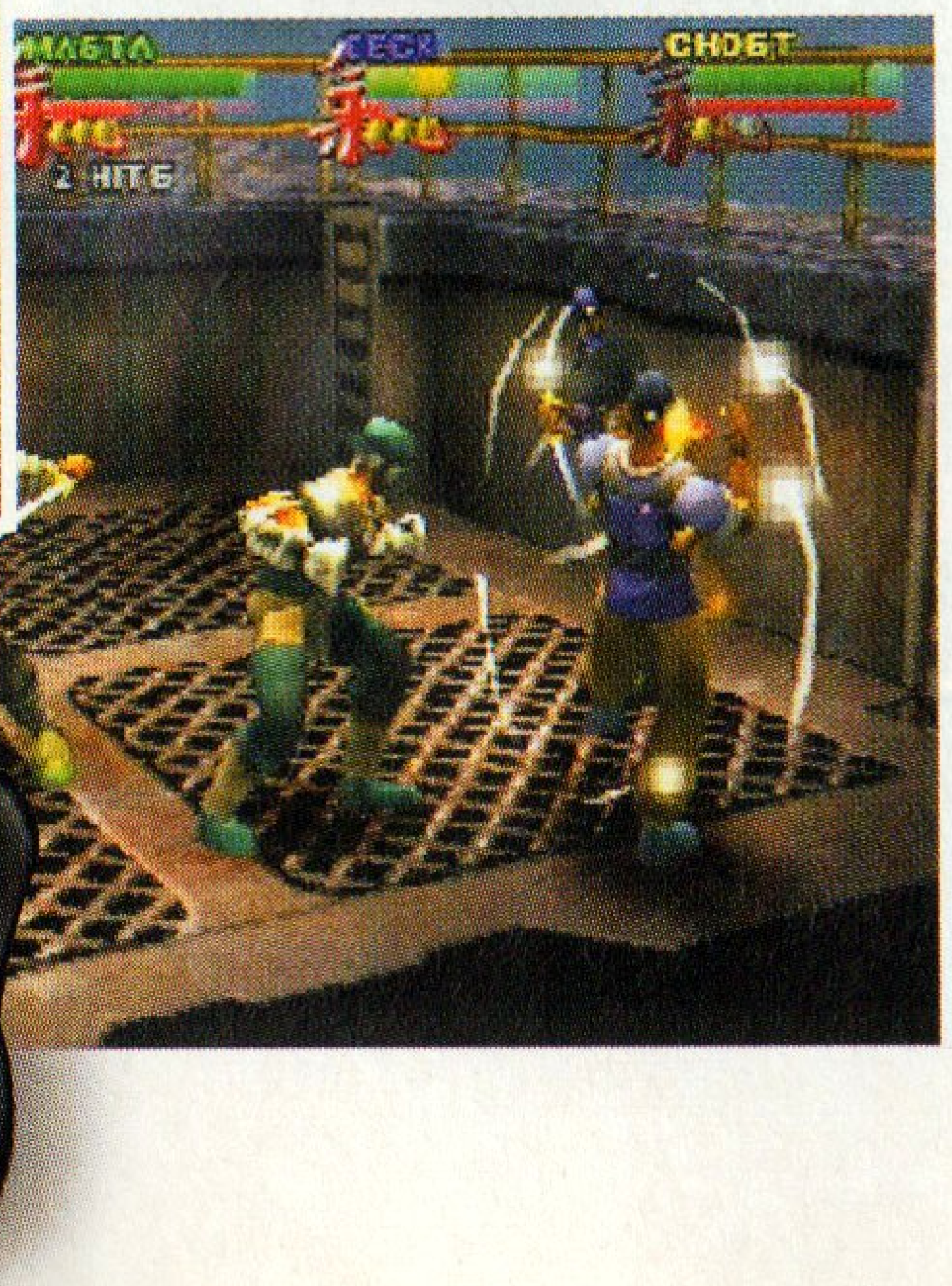
RZA
MASTA
DECK
GHOST

▲ Ganging up three-against-one is completely unfair – and a right laff.







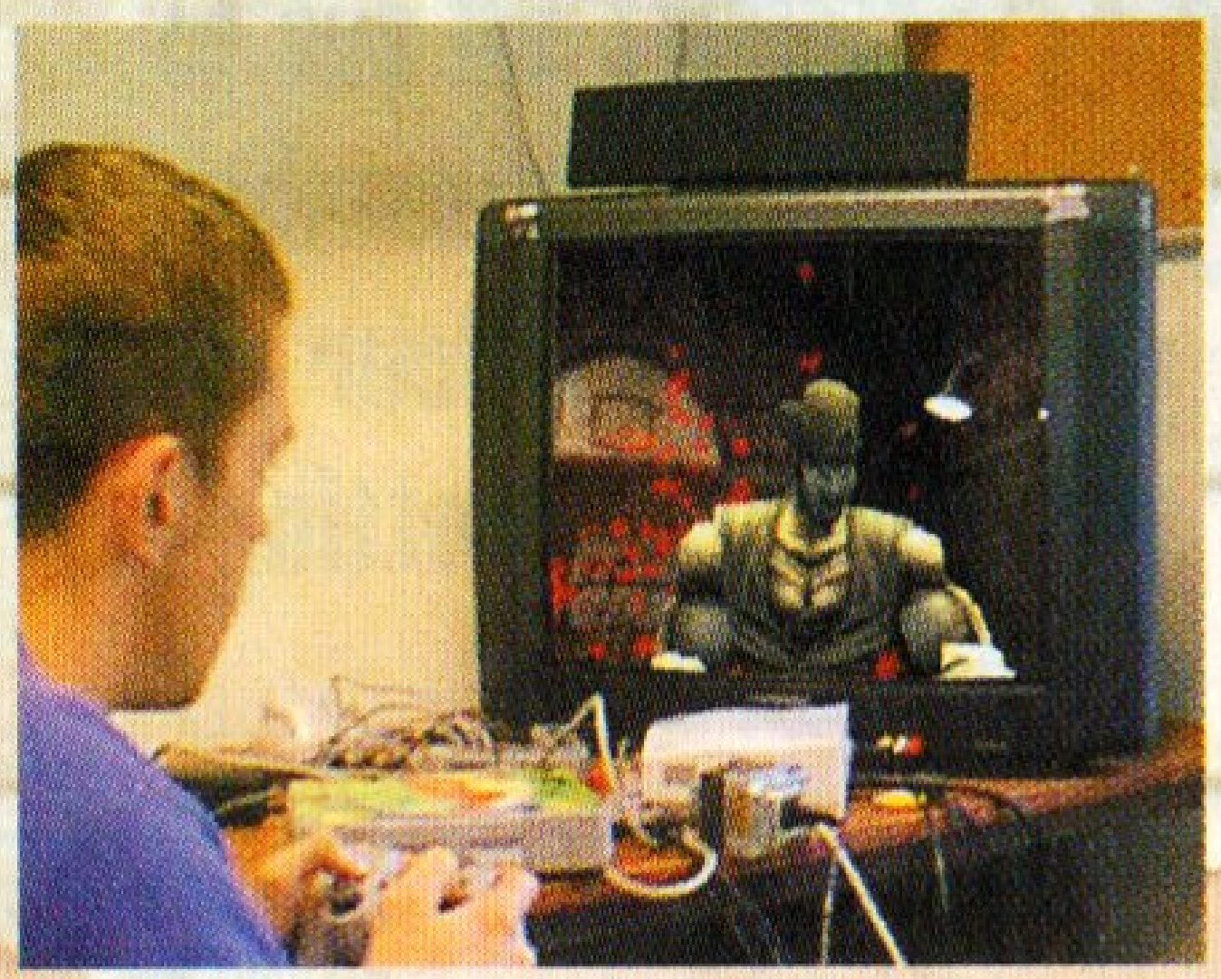


► It's no good posing, y'know. A swift kick to the nads will soon stop you from all that prancing.

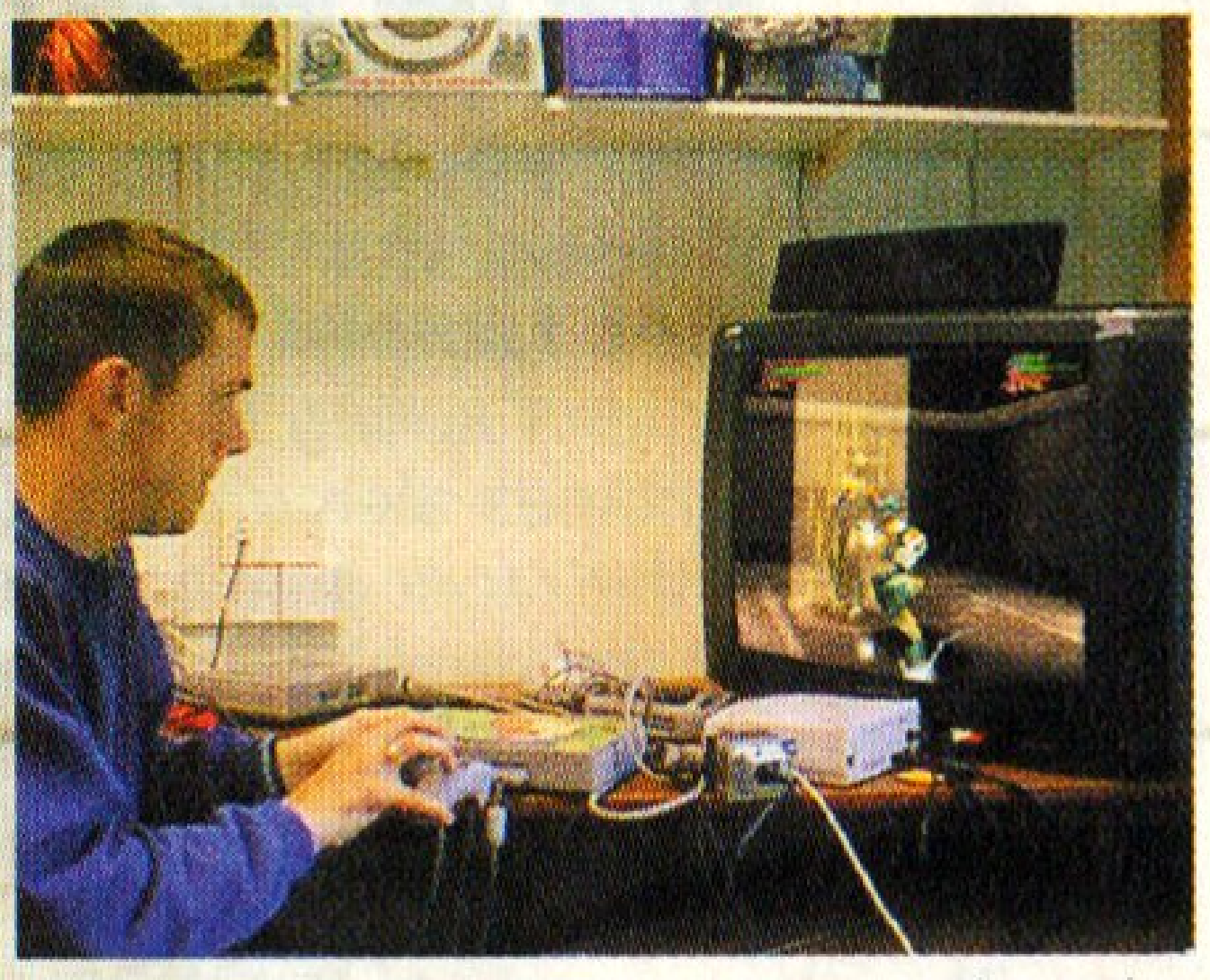
FIRST IMPRESSIONS

Can *Thrill Kill* repent for its sins with this face-lift?

The advent of *Soul Calibur* and *Powerstone* means that the Dreamcast could be in line to claim the title of being home of the beat-em-up from the PlayStation. At first glance, *Wu-Tang: Taste the Pain* doesn't look like winning it back. But if you play the game for a while, you notice – gasp! – subtlety creeping in.



Ol' Dirty Bastard, RZA, Method Man and co are all fighting game fans from way back and – in overseeing *Taste the Pain* – they seem to have ensured that an old skool preoccupation with extreme violence has been tempered with up-to-date concerns like playability and replay value. Versus mode will see your Clansman pitted against one, two or three others – who can be CPU-controlled or put into the hands of fellow players via the ever-useful Multitap.



In order for you to shine, a trip to the Practice mode will be essential. Each of the nine playable Wu has a wide range of bustable moves to master, which takes time. Once you've done that, Story mode – where you fight to rescue the Wu-Tang guru – is an ideal place to hone your talents and will keep you coming back for more. So while the extreme scenes will catch your eye, there'll be plenty on offer here to engage the mind as well. Bring on the ruckus…

GOOD COP BAD COP

- + Gloriously gory with many a bone-crunching move to practise and master.
- − Fight venues make not a jot of difference to the beat-em-up action.

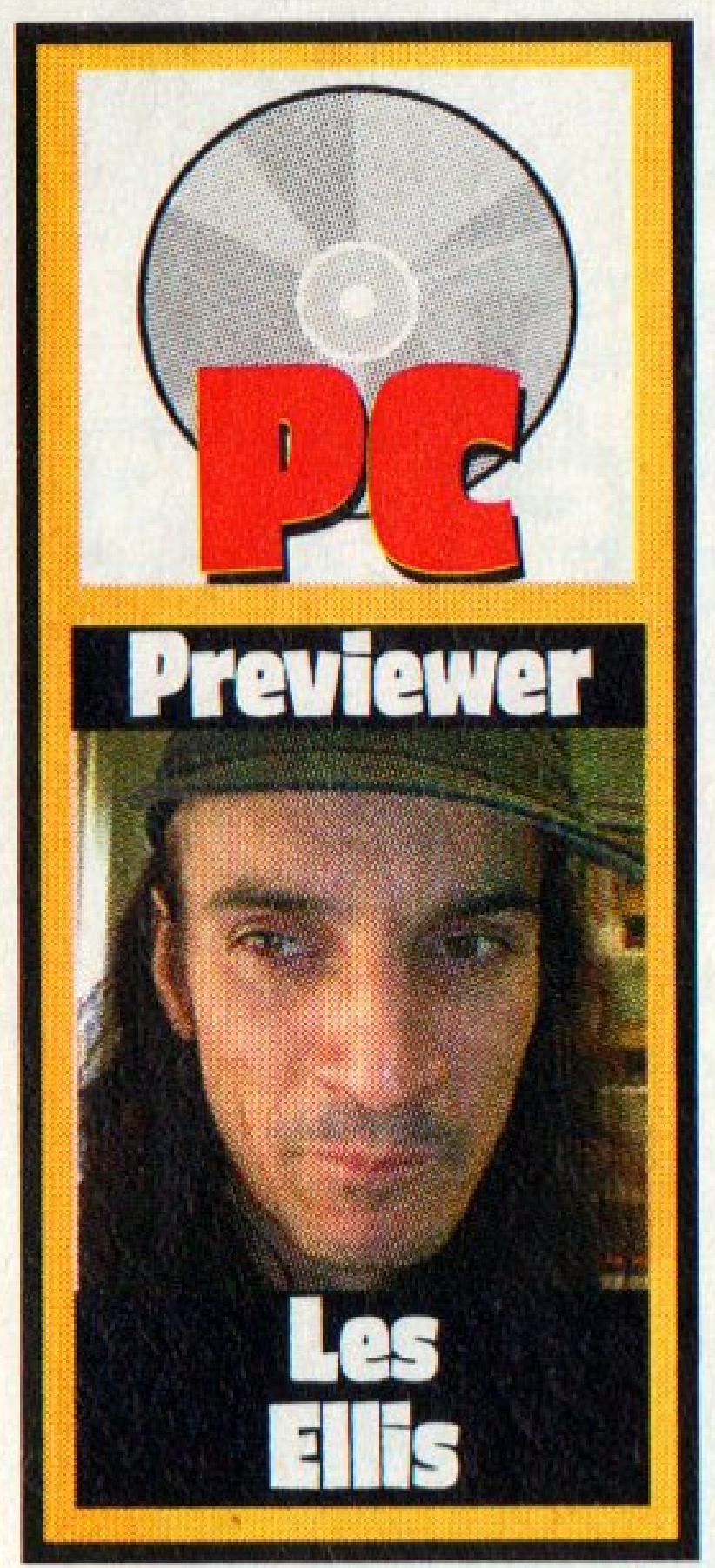
WHERE IT'S AT

This version is almost completely finished and is, quite literally, one fudge short of a pudge.

We'll be answering the call of the Wu and reviewing this in the next issue of GM, out 29 November.

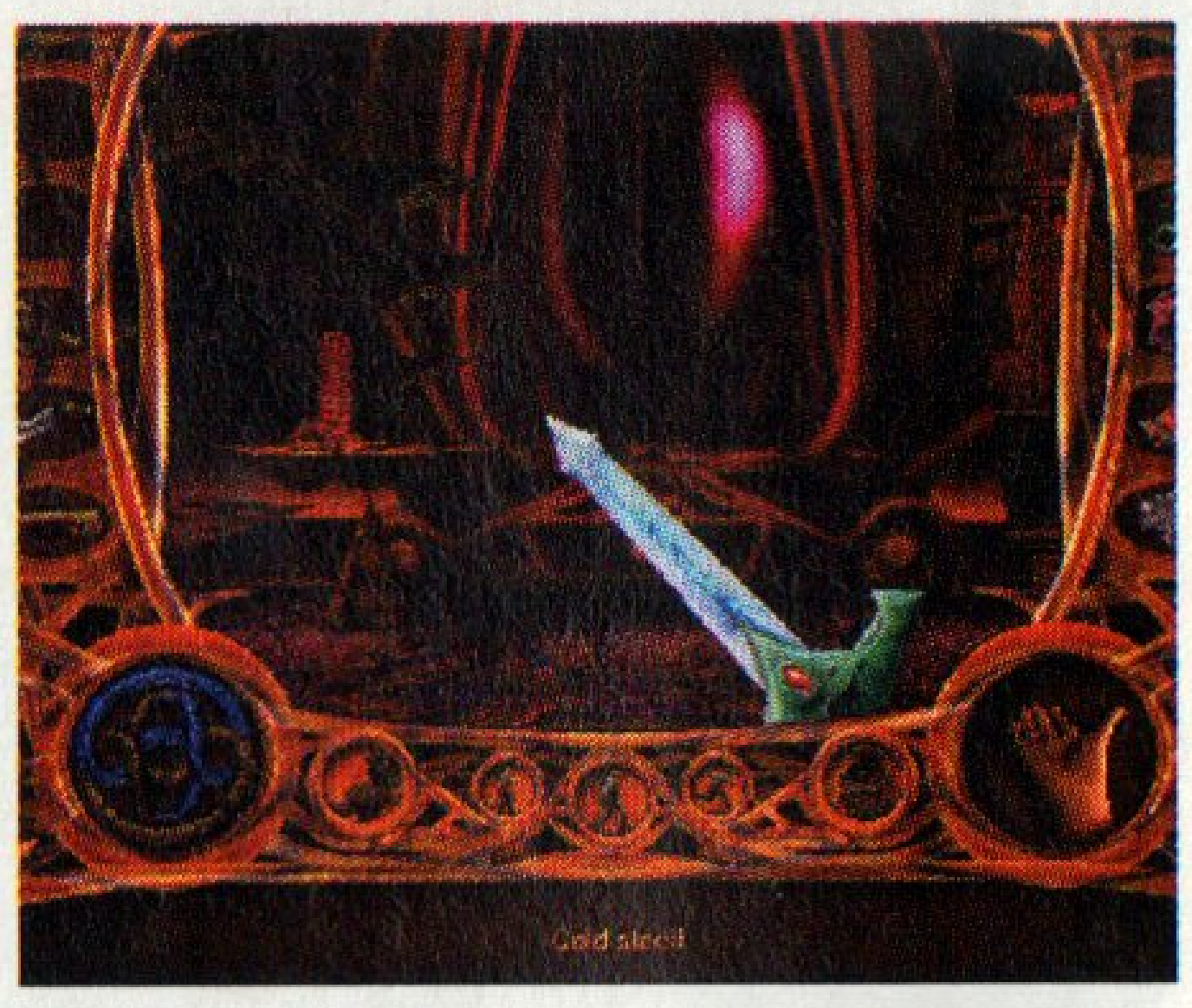
DATA ▶

FORMAT PREVIEWED: PC
PUBLISHER: TBC
OUT: APRIL 2000
CALL: 0171 490 1323
PRICE: TBC
PLAYERS: 1
DEVELOPER: DISCREET MONSTERS
OTHER FORMATS: PS2, DC



Hey, kids we're off to a wonder land full of strange delights and freakish creatures all out to disembowel you! Where's Falcor when you need him? Getting a ruddy haircut?

THE REAL NEVERENDING STORY



NEW GAME! ▢ FIRST SHOTS! ▢ NEW GAME! ▢ FIRST SHOTS! ▢ NEW GAME! ▢ FIRST SHOTS!

Stick the words Neverending and Story in the same sentence and admit it, the only thing that springs to mind is that awful muppet ridden movie and the even more awful song that Limahl inflicted on us to go with it.

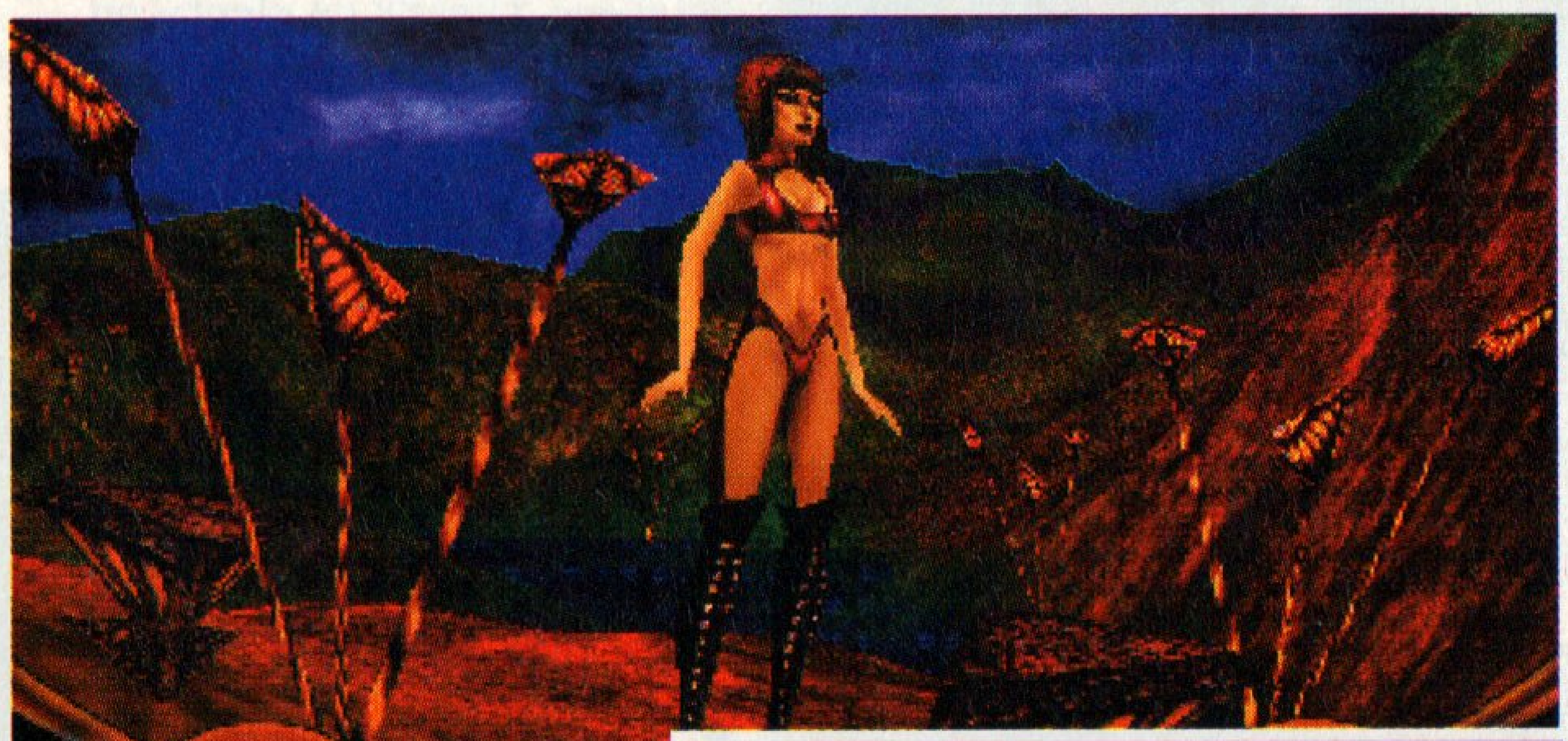
What wouldn't spring to mind would be a huge 3D action adventure game that combines elements of *Quake 3* and wraps them up in a story that is one of the most ambitious ever attempted in a game. One so ambitious that the developers have had to come up with some pretty flash ideas to get it all squeezed in. You want some idea of how much work it has taken? Try two years and four million dollars so far, and there's still six months to go.

The story revolves around saving the land of Fantasia from The Nothing. How and where you go to do this is up to you. You get complete freedom in a mammoth 3D world to go where you want and do what you want. The main quest is there to complete but you'll get distracted by hundreds (possibly thousands) of sub-quests as you go on your way. Now a game that size could get pretty tedious, but the MonserEngine that powers everything has a few tricks up its sleeve to keep you enthralled.

As unlikely as it sounds, *The Real Neverending Story* is likely to give adventure gaming a whole new lease of life, especially when it smashes its way onto the PlayStation2 and even the Dreamcast – versions for both of which are in pipeline as we speak. Can't wait.

ELASTIC STORY!

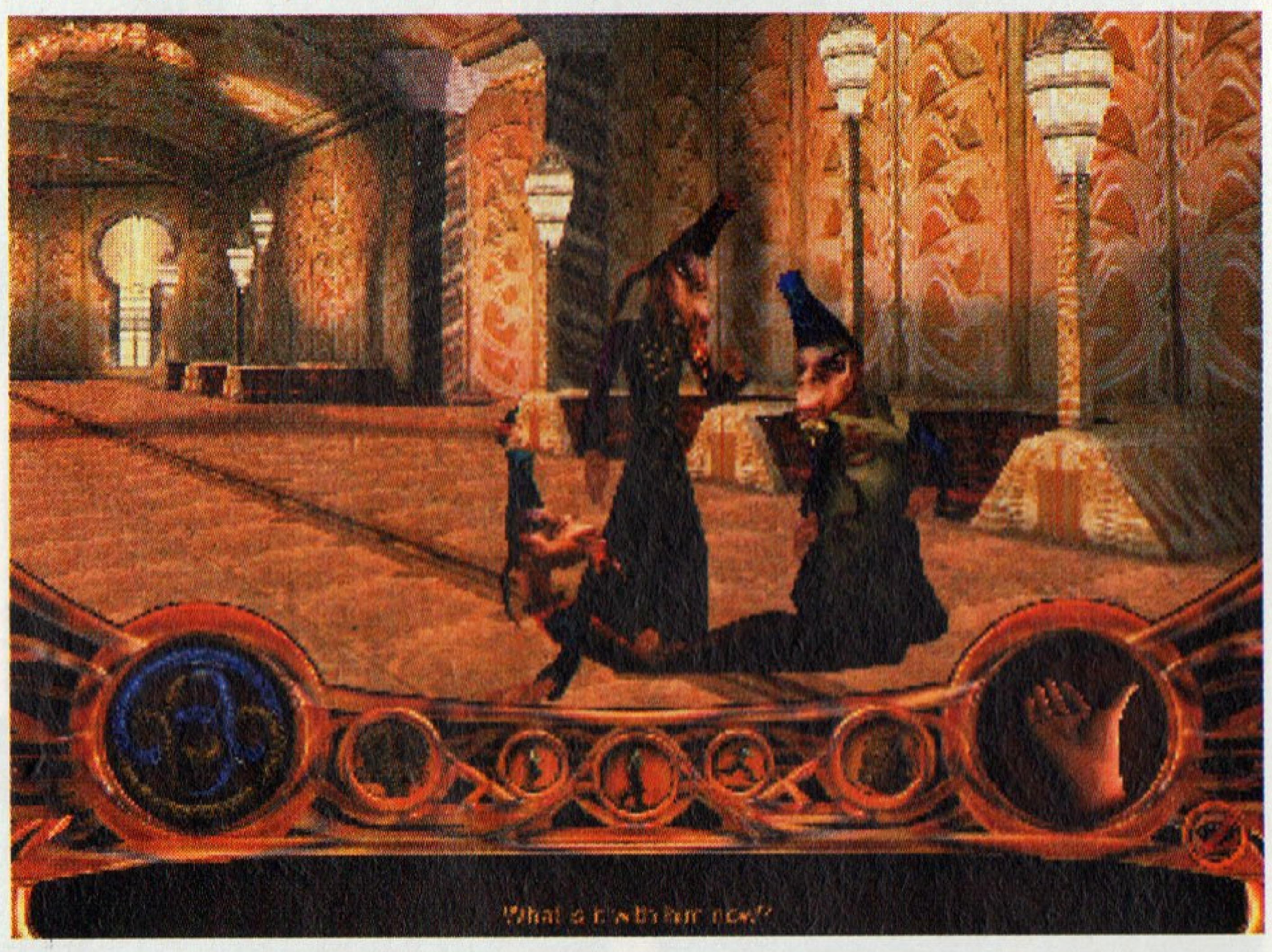
To keep the plot from getting stale, *TRNS* uses the Elastic Story Streaming system to allow you to stumble across sub-quests. Then it'll always guide you back to the main quest through portable events to stop you getting lost.



▲ In the game certain events happen whether you are there or not so you'll need to be on your toes to see everything it has to offer.

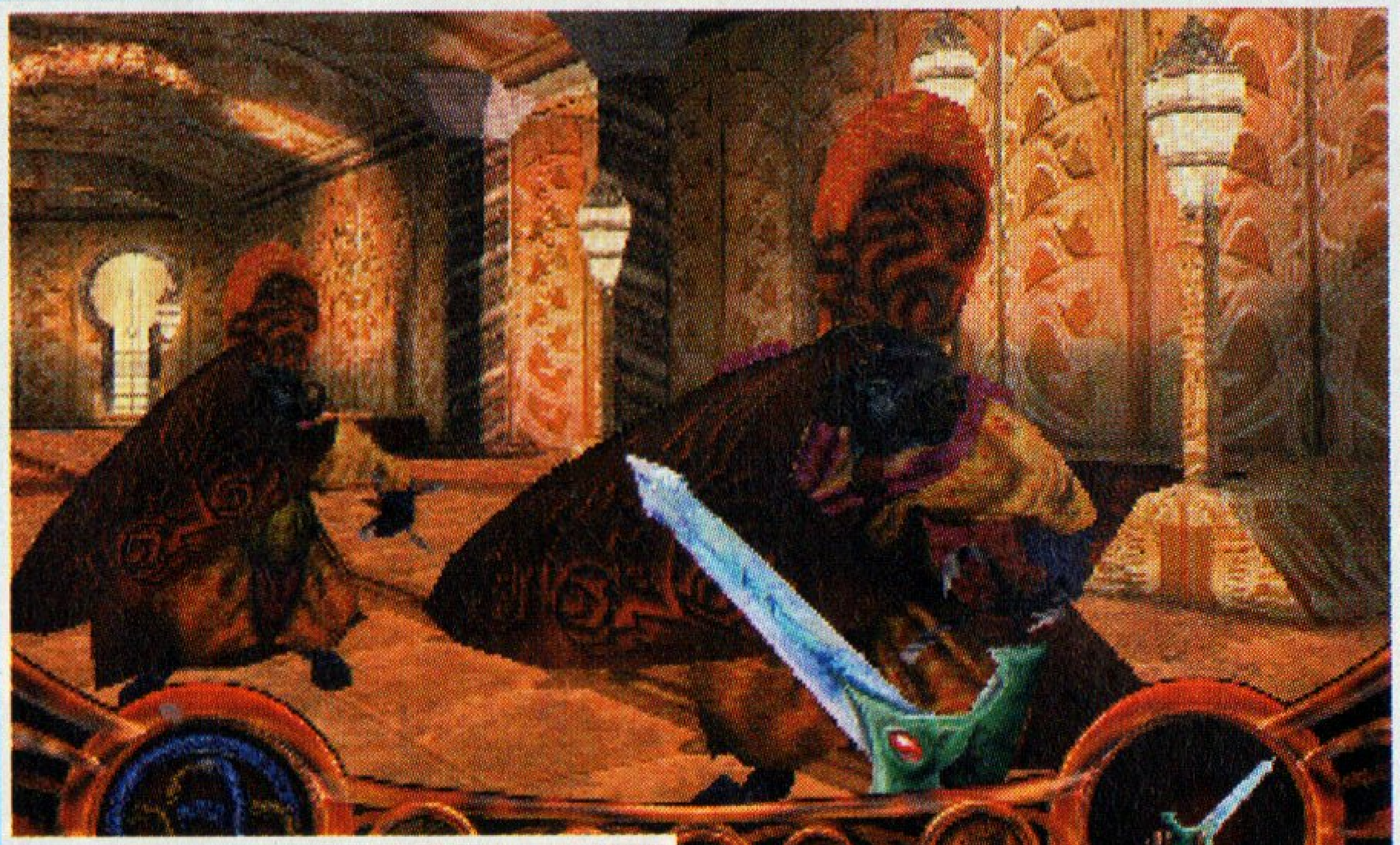
KARMA CHAMELEON!

How you act towards others in the game builds up or knocks down your karma – this will gauge how others react to you – opening up some bits of the game and closing off others.

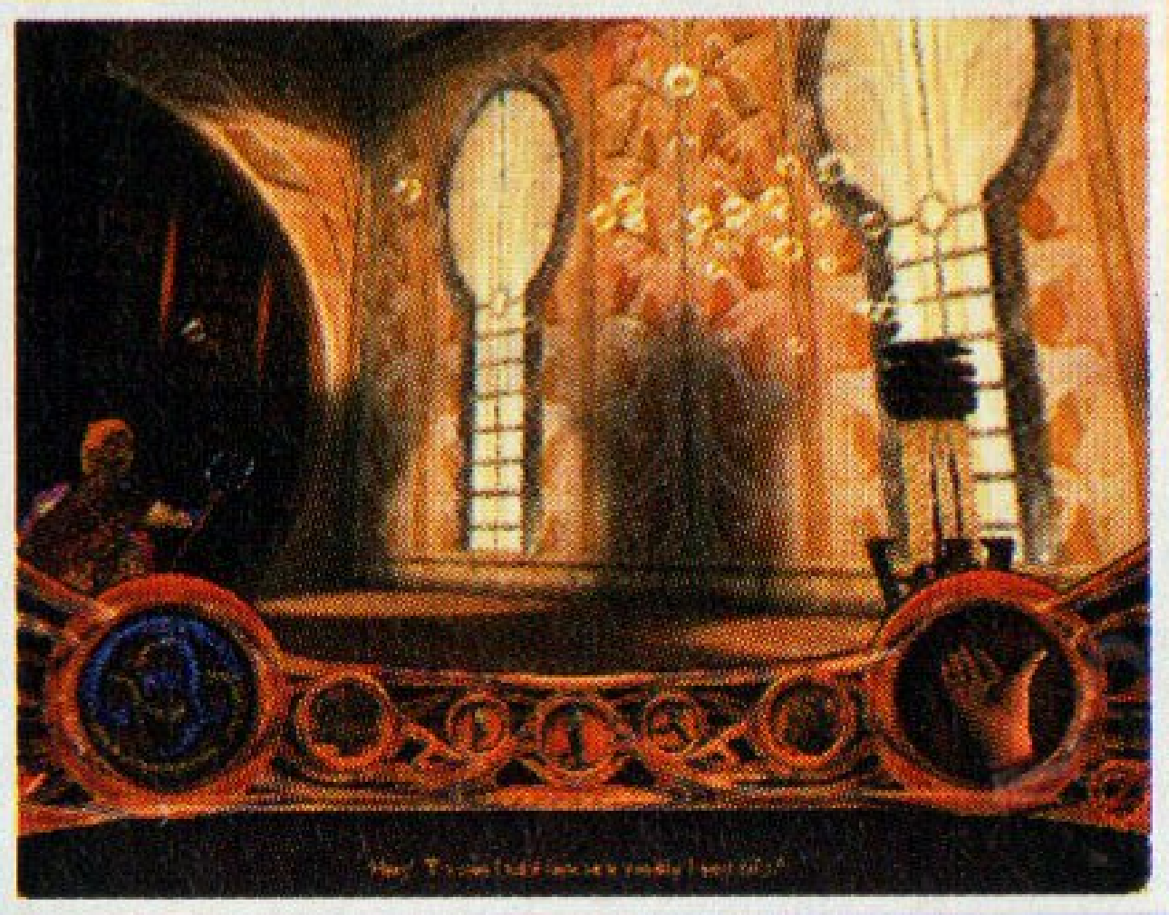


SHOW ME EMOTION!

And we don't mean blub like a girl when a cute creature dies. The Emotion Based Dialogue system replaces those tedious multiple choice speech options you usually get in adventures. Now you have influence how your character 'thinks' as well as 'speaks'.



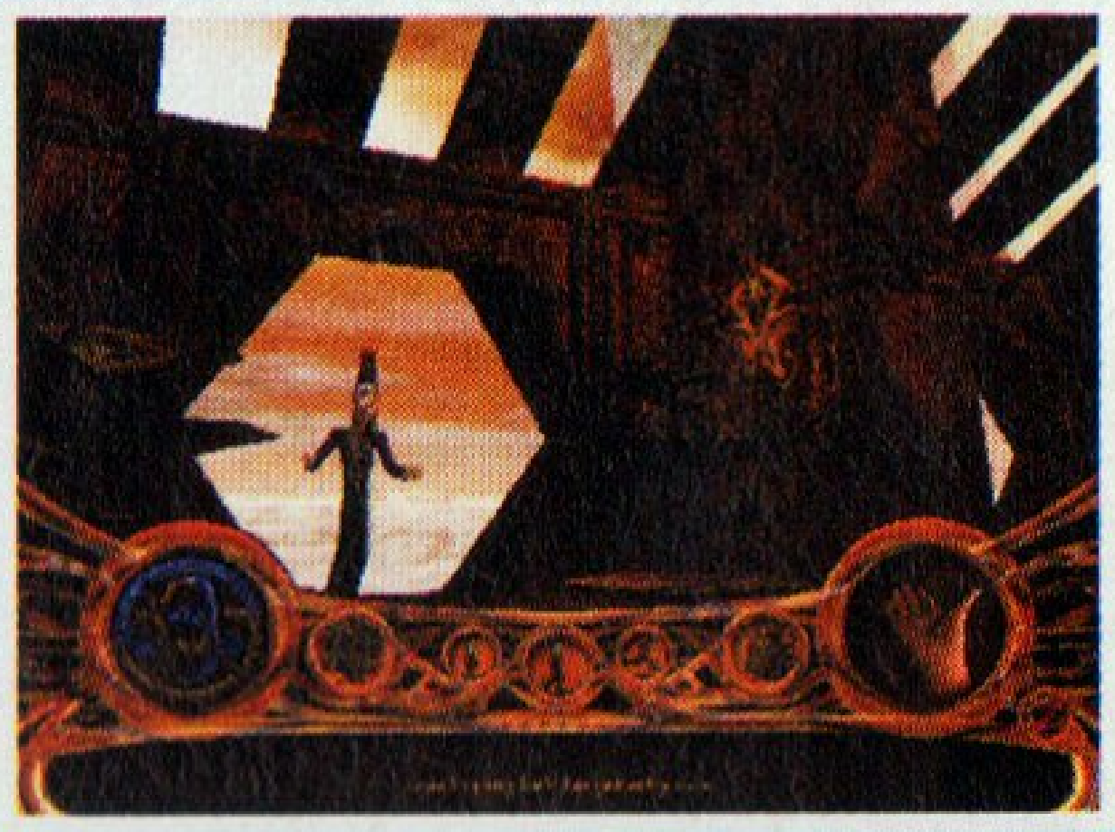
▲ Change the way you think during combat. Use brains instead of brawn.



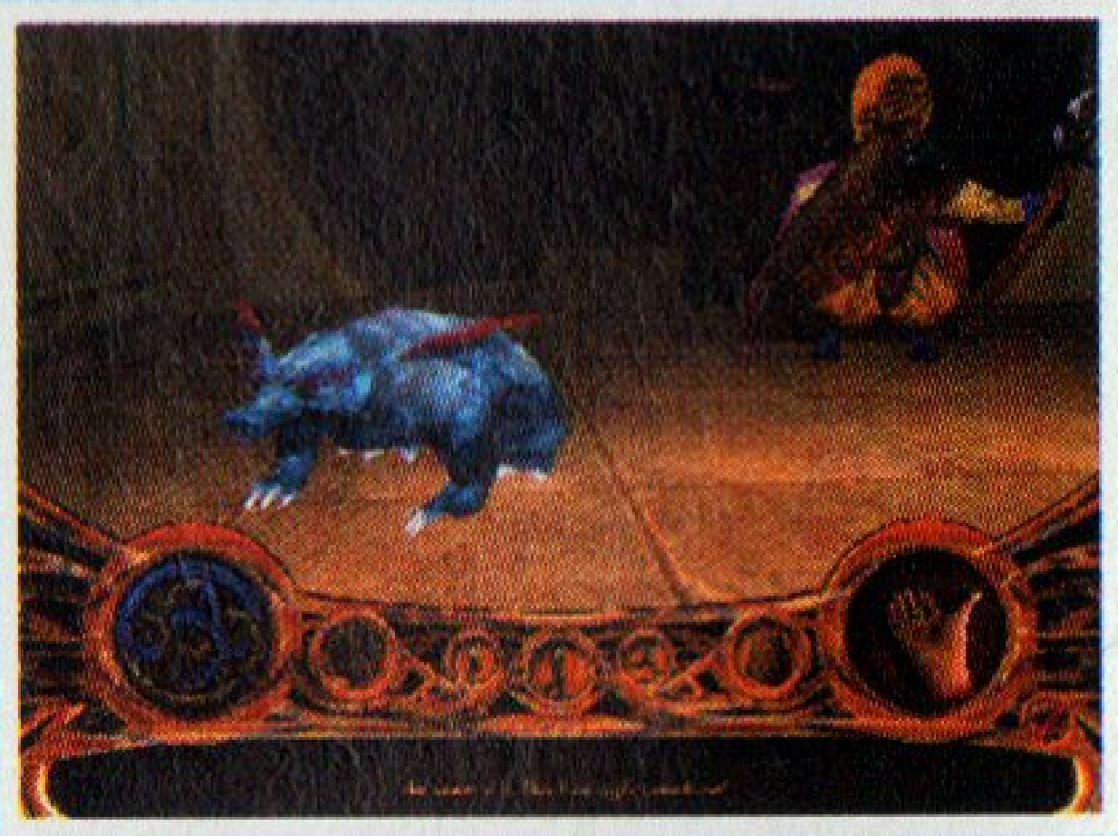
◀ Follow your instincts to discover new areas and quests.

PUZZLING?

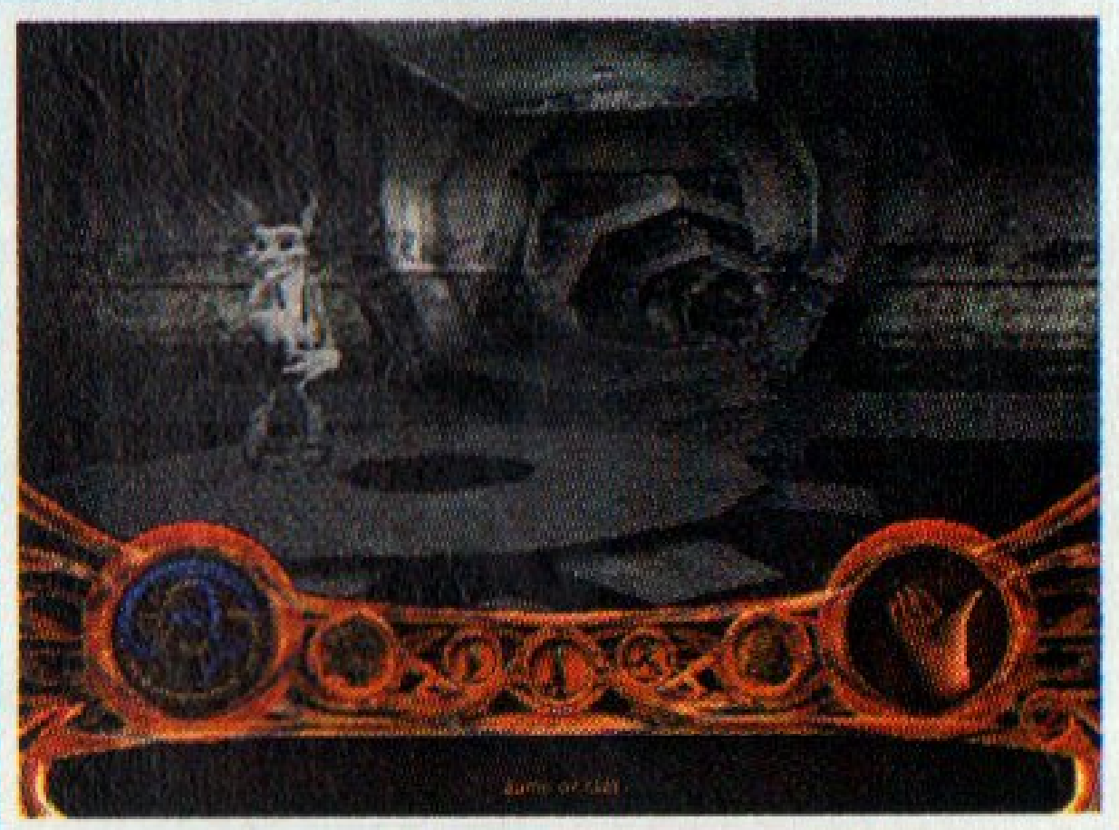
As with all adventures, you'll need to get around puzzles to progress, but in *TRNS* they aren't the normal 'find the key' style quizzes.



▲ Stop him from committing suicide to find out how to tackle the next section.



▲ He's mean, he's nasty, but you need him to get past one of the guards.



▲ He may look like a real wuss, but don't let appearances deceive.

GOOD COP BAD COP

+ So many new ideas and features for an adventure game. Refreshing.

− Still six months to go and the Neverending Story license isn't big in the UK.

WHERE IT'S AT

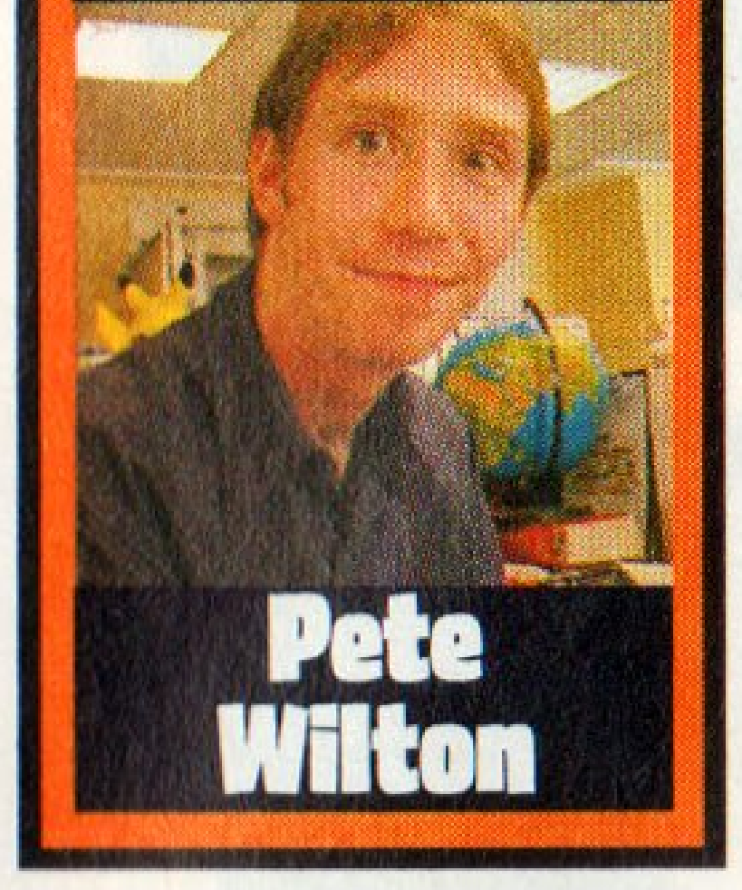
Six months to go and the team are finalising the later levels as well as honing the puzzles.

We'll be following the progress of this one closely, but don't hold your breath for the review.

DATA ▶ FORMAT PREVIEWED: PLAYSTATION | PUBLISHER: TBC | OUT: TBC | CALL: IMPORTER | PRICE: £35 | PLAYERS: 1 | DEVELOPER: CAPCOM | OTHER FORMATS: NONE

PlayStation

Previewer

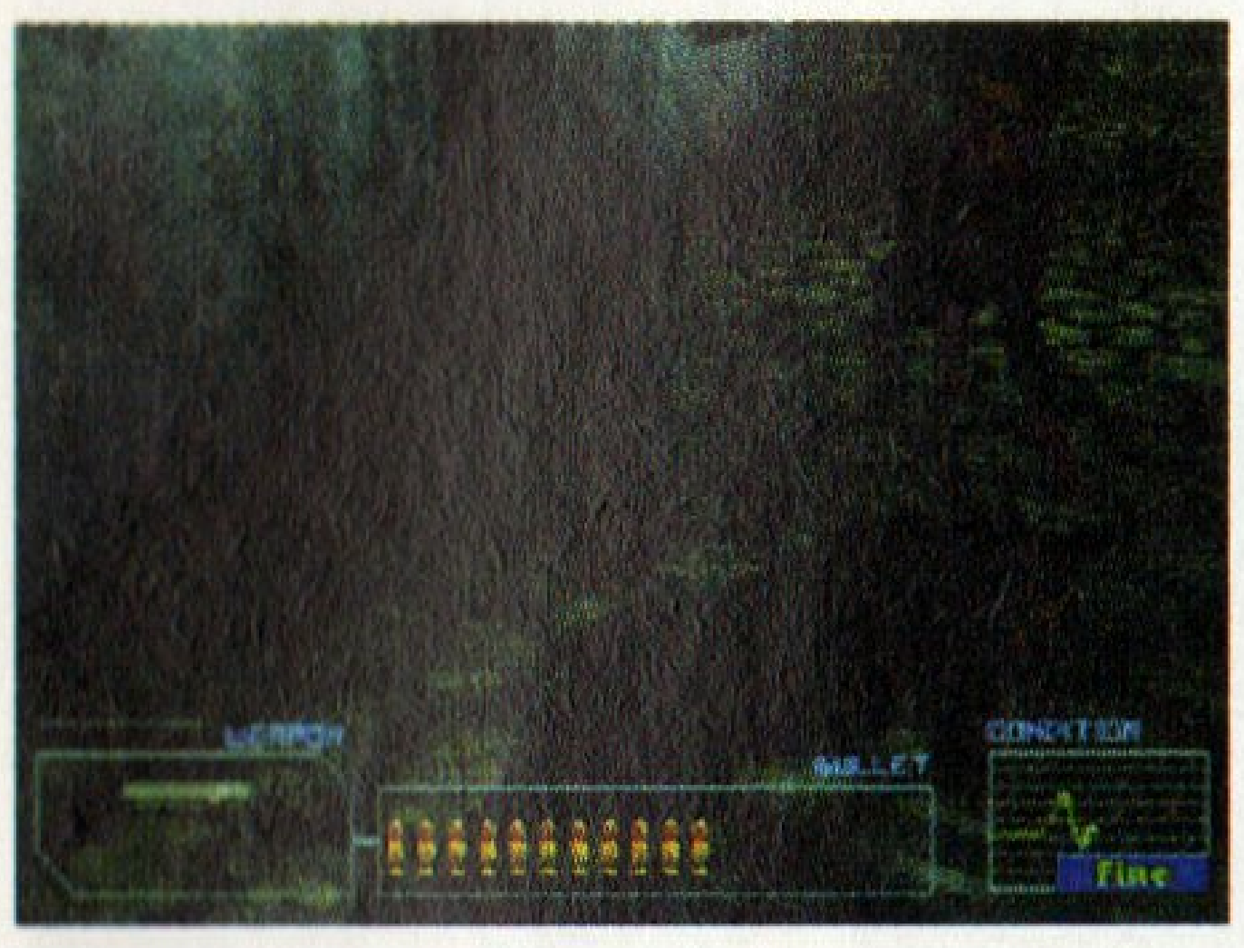


Pete Wilton

Pok! Pok! Pok! K-chik! GRAAAAR! Pok! Pok! Pok! Excuse us, but we've just found something to shoot at. We don't know what it is but we're sure it needs shooting GRAAAAAAAAAR!

BIO HAZARD GUN BATTLE

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!



WEAPON
BULLET
CONDITION
Caution

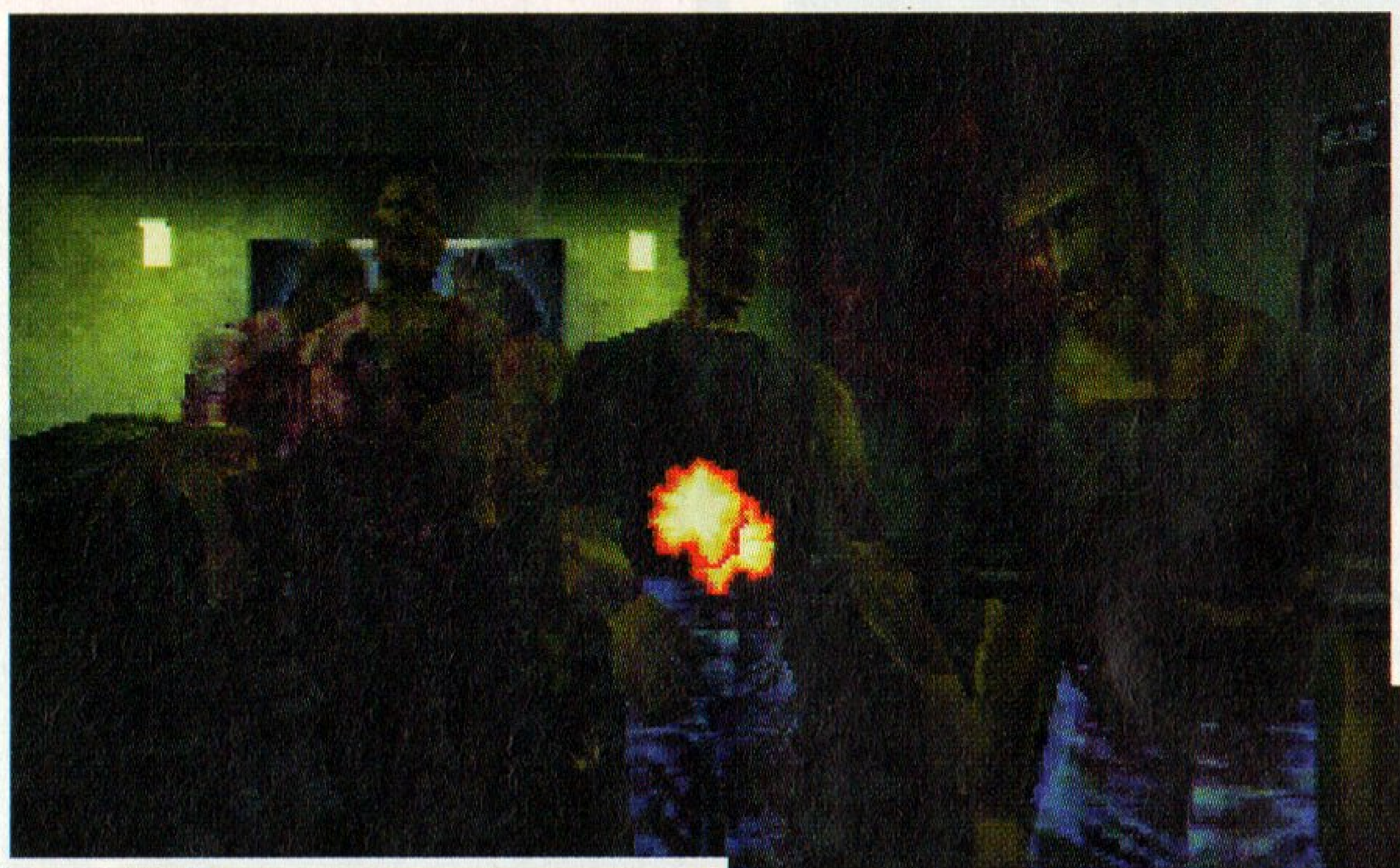
Ever wanted to meet those *Resi* zombies face to face with no Claire or Leon getting in the way? You have? Well either you're four star mental or you've been holding out for *Bio Hazard Gun Battle*.

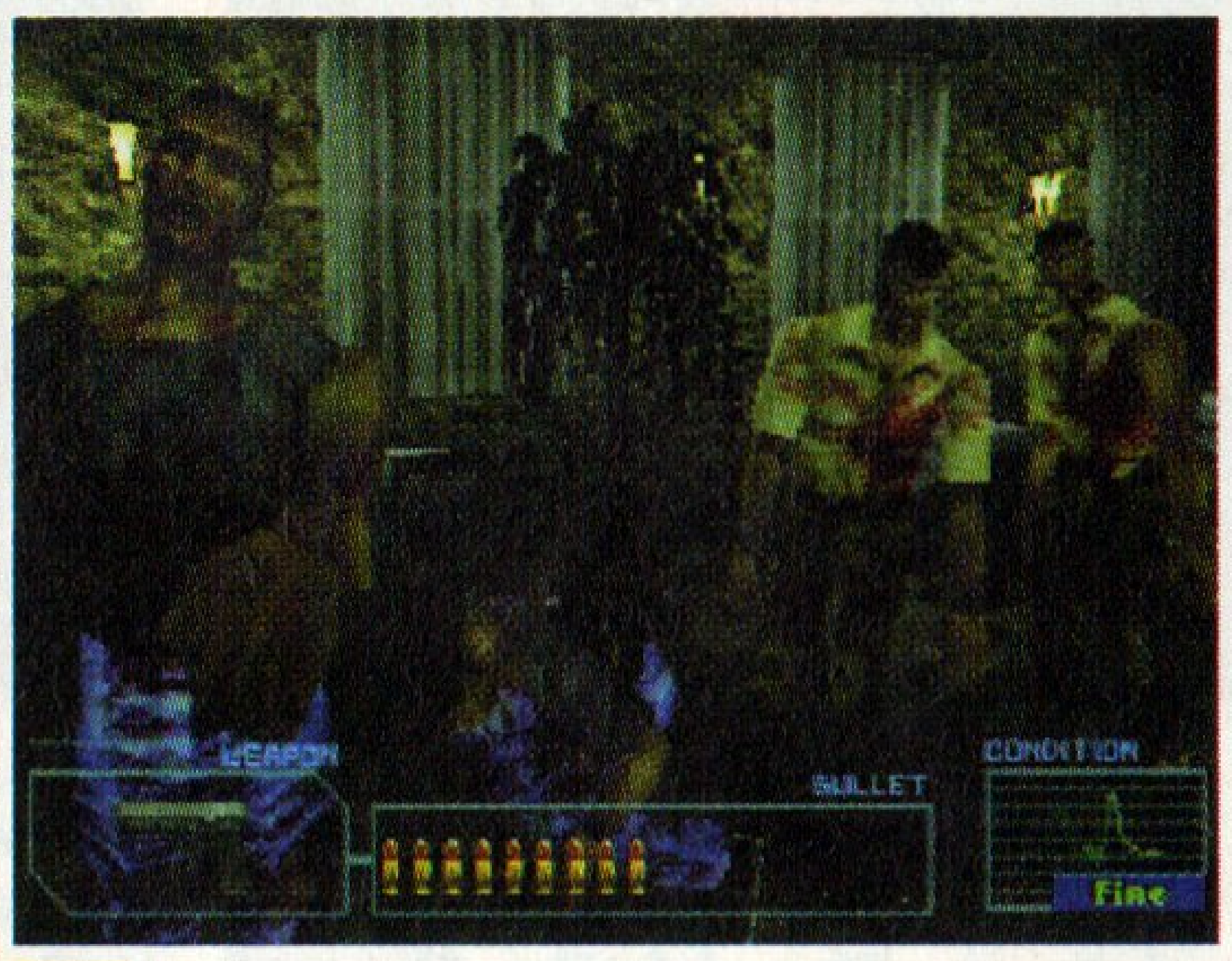
The first ever first-person *Resident* adventure sees you tackling Umbrella's legions of the undead with only a lightgun for company. It might sound dodgy but as you can see this latest flesh-dripping spin-off is looking remarkably slick. Unlike other lightgun games it isn't all blasting, many of the puzzle elements from previous *Resi* titles are in there too, so expect to read plenty of scary diaries, figure out what to do with objects and generally nose around while being stalked by the creatures of the night.

All your old favourites make an appearance including spiders, birds, demon dogs and uger-lee monster types with metre-long razor sharp fingernails. This time though it seems so much more personal as they lunge at you from out of the darkness – it's like *Doom* in a stately home! Capcom haven't exactly made much noise about this latest addition to their horror family but with a real lack of decent lightgun games for PlayStation GM reckons this could be a surprise hit as PS gamers search for something different to play in the New Year.

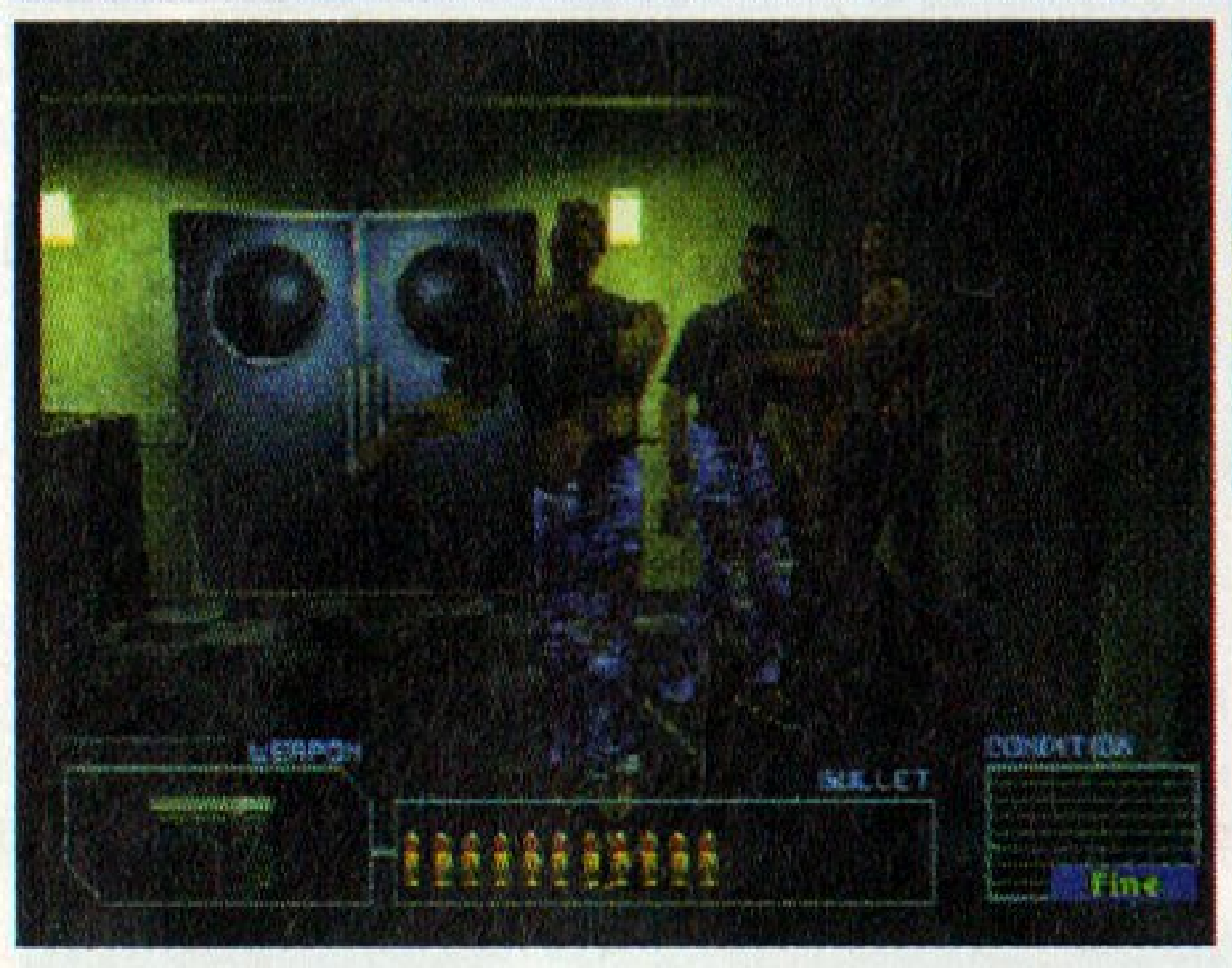
ZOMBIE KNEES UP!

You know what happens when a load of zombies get together: First they have a few Tizers, followed by some cheesy puffs and before you know it they're eating the flesh of the living!





▲ It's always the same, put S-Club 7 on and everyone makes for the dancefloor. Time to put them out of their misery.

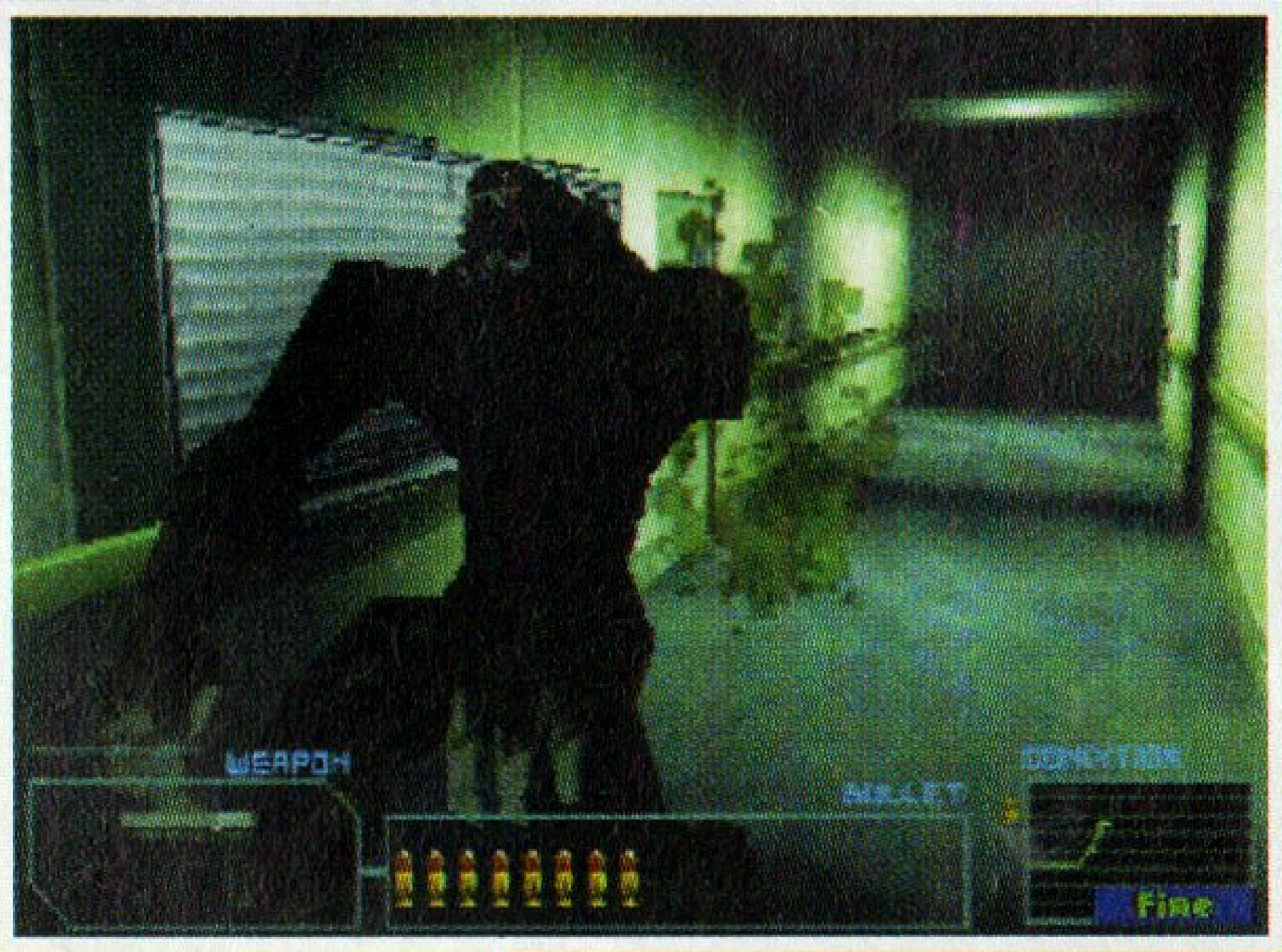


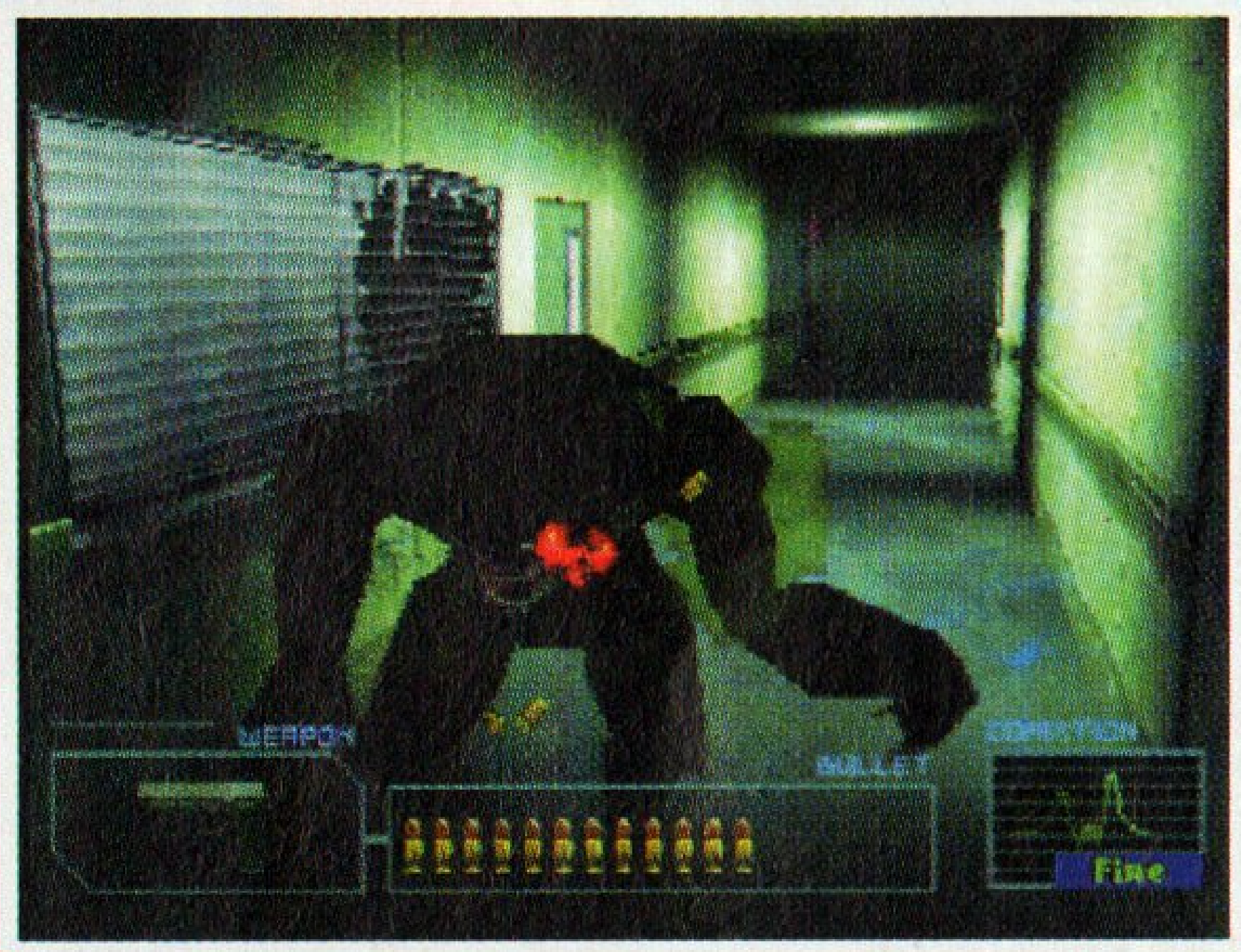
▲ Pop a couple in his chest and this is one zombie whose disco days are over.

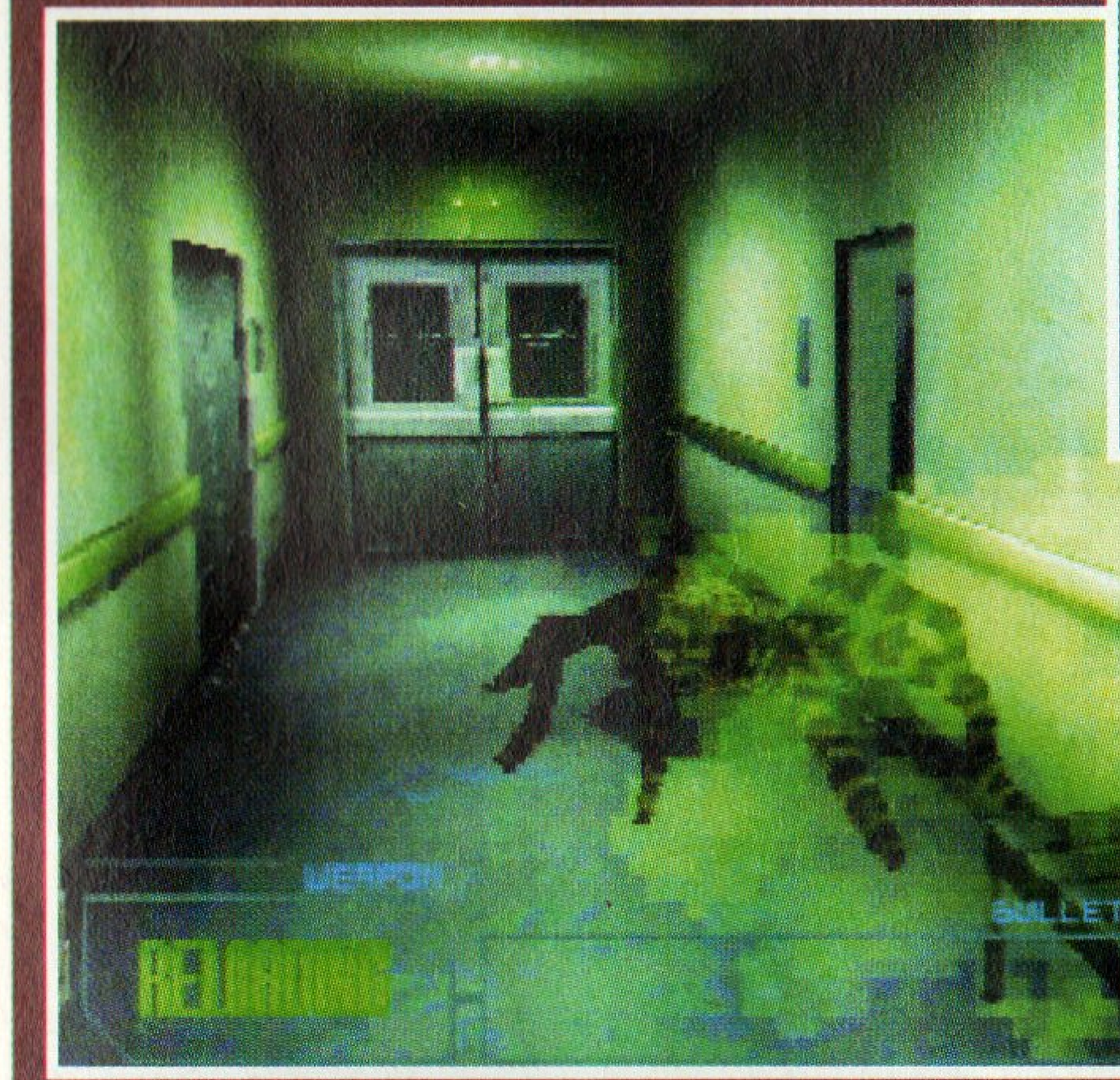
◀ Surprised in the cue for the Gents these flesh-drippers are simple gunfodder.

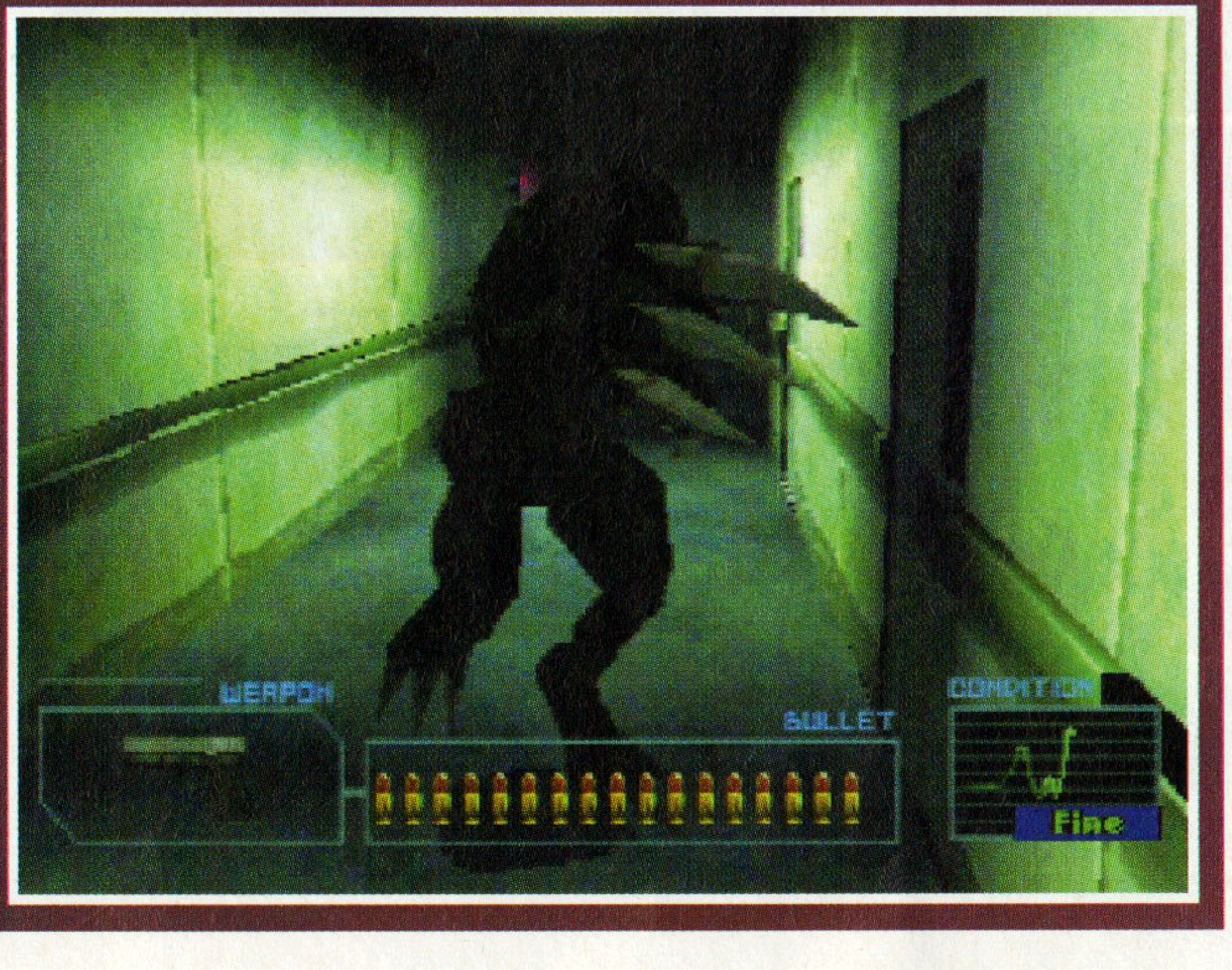
VERY BAD THINGS!

If you thought that other *Resi* games were pretty spine-twanging, just wait until you meet the fanged and clawed ones up close and personal in *Bio Hazard Gun Battle*...









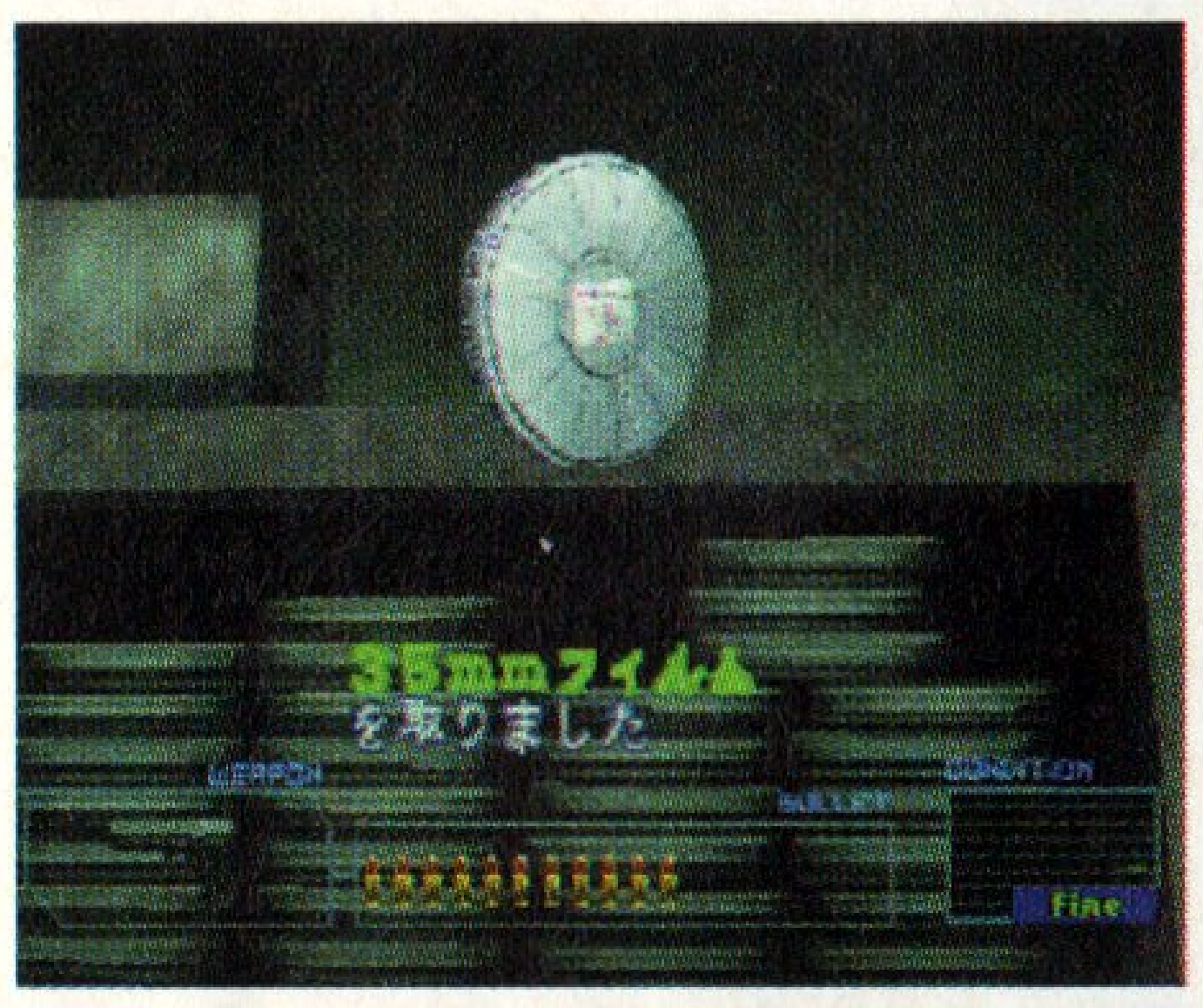
▲ No, no, you're supposed to light the hairspray you fool! Bloody idiot agents.

◀ Maybe buying that Eau de Bluebottle aftershave was a bad idea after all.

▶ You could take someone's eye out with those things. Dr Claw gets frisky. Perhaps it's time to operate on his badass?

CAN CAN?

A film can bonus section! What secrets will its archive footage reveal?



GOOD COP BAD COP

+ All the goodness of *Resi*, plus all the wonder of shooting a lightgun.

− It doesn't look that different from all the other *Resi* games.

WHERE IT'S AT

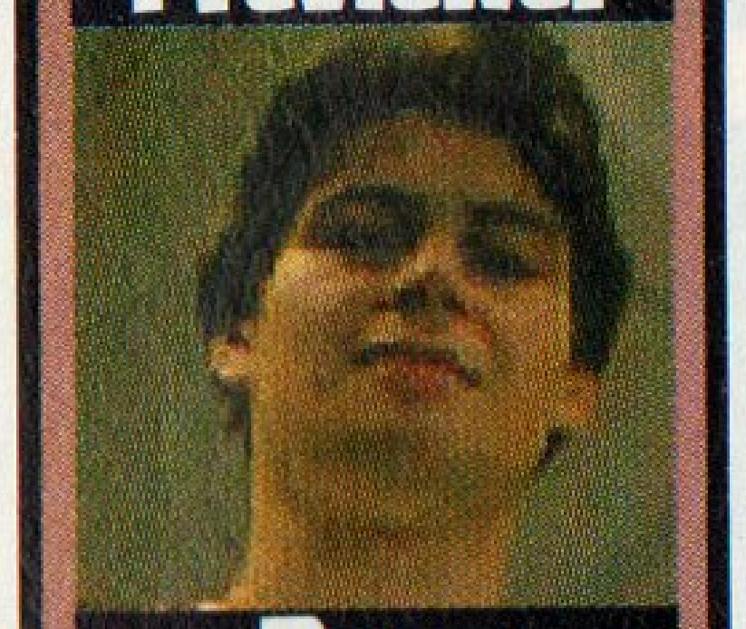
Demo-ing over in Japan as we write, *Gun Battle* looks pretty finished but it'll need converting.

Expect to see plenty more on this new horror epic in the next couple of issues. We like our *Resi* we do.

PREVIEW DATA ▶ FORMAT PREVIEWED: DREAMCAST PRICE: £40 OUT: 5 NOVEMBER

Dreamcast

Previewer

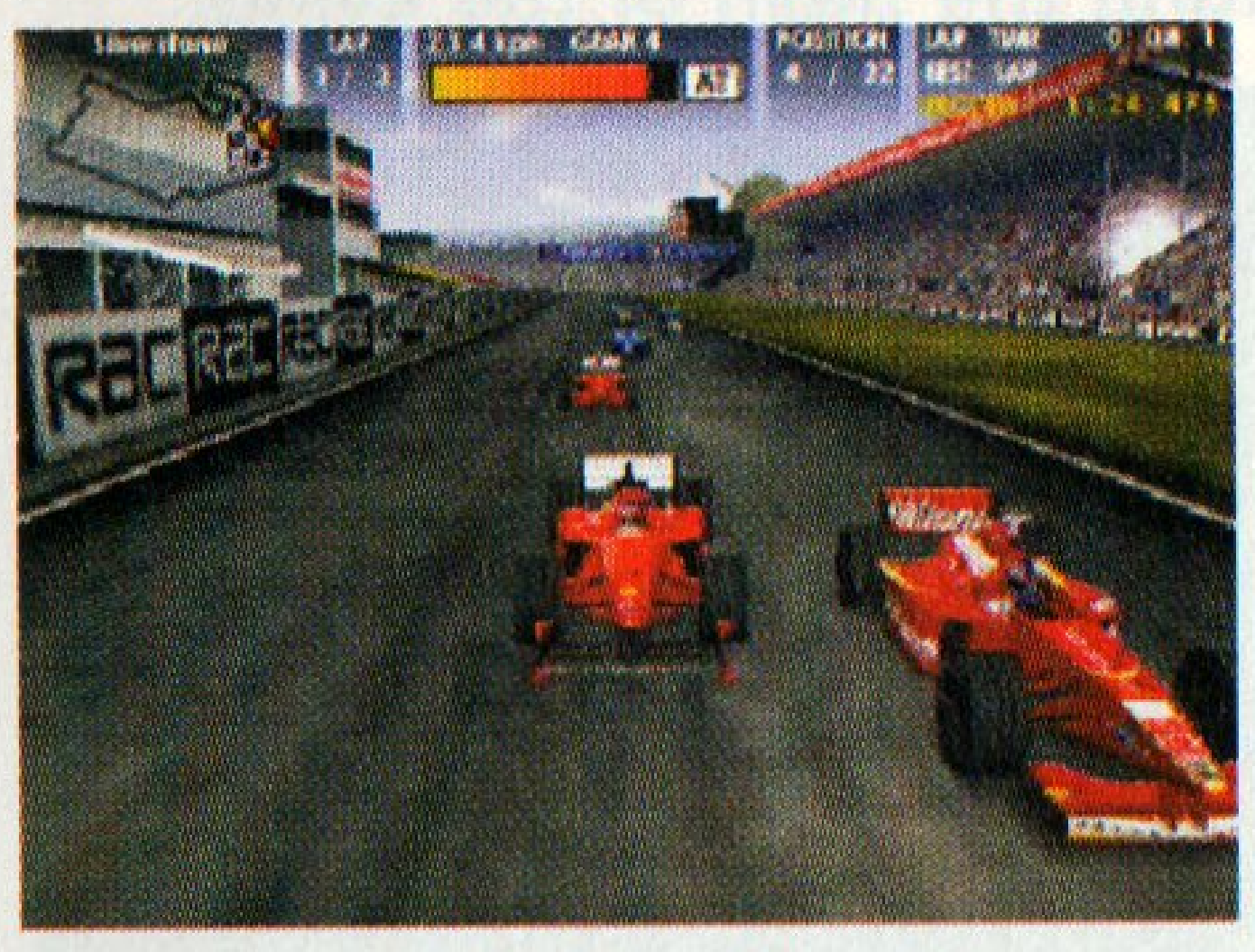


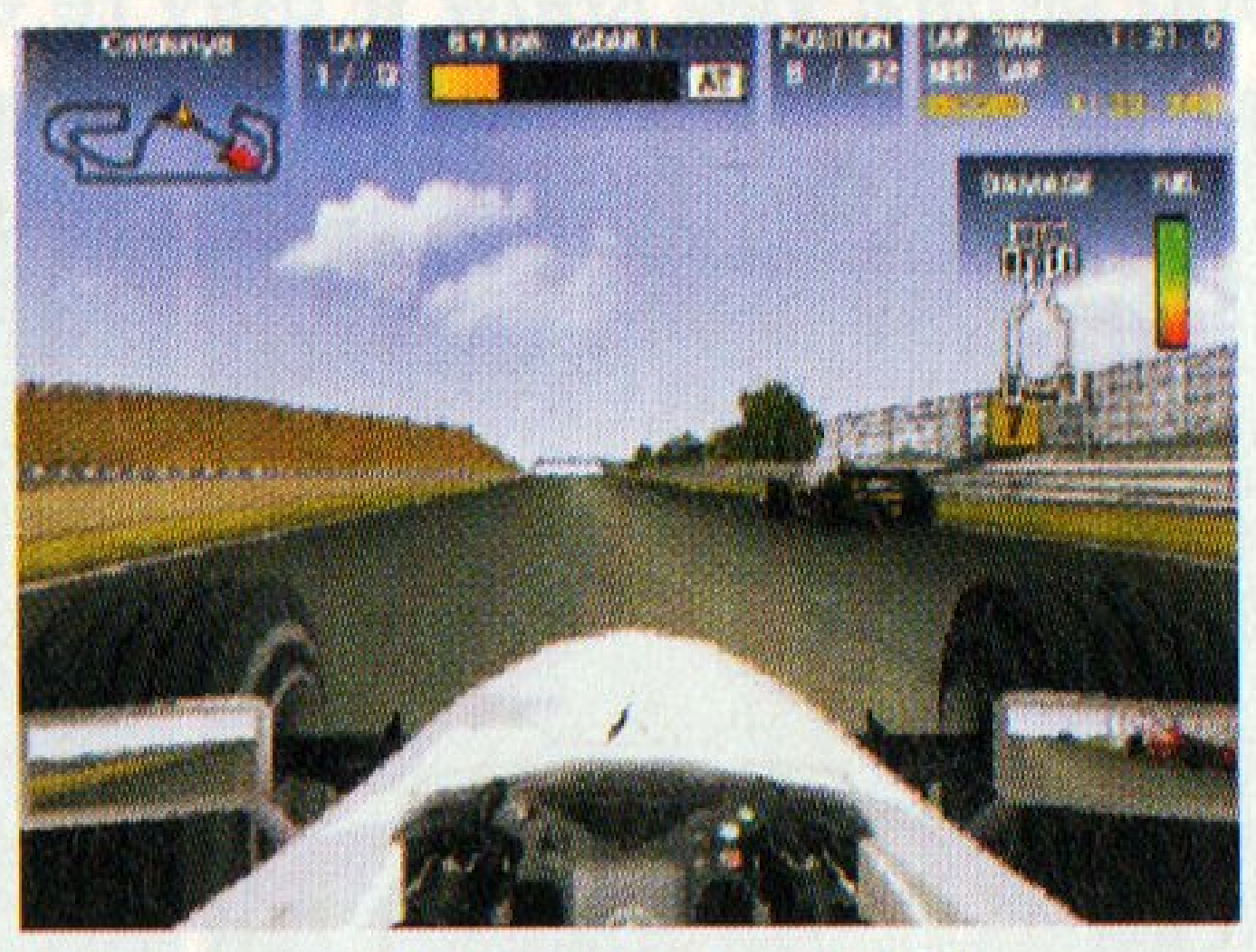
Dean Mortlock

The golden rules for launching any console: You must have a) a beat 'em up b) an obscure game that'll sell about three copies and c) an F1 game. So, please welcome...

F1 WORLD GRAND PRIX

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!





F1 for the Dreamcast or, to give it its full, tongue-tying title, *F1 World Grand Prix For Dreamcast* is a game that had to happen. Thankfully, though, not only is it a necessity, it's also pretty damn good.

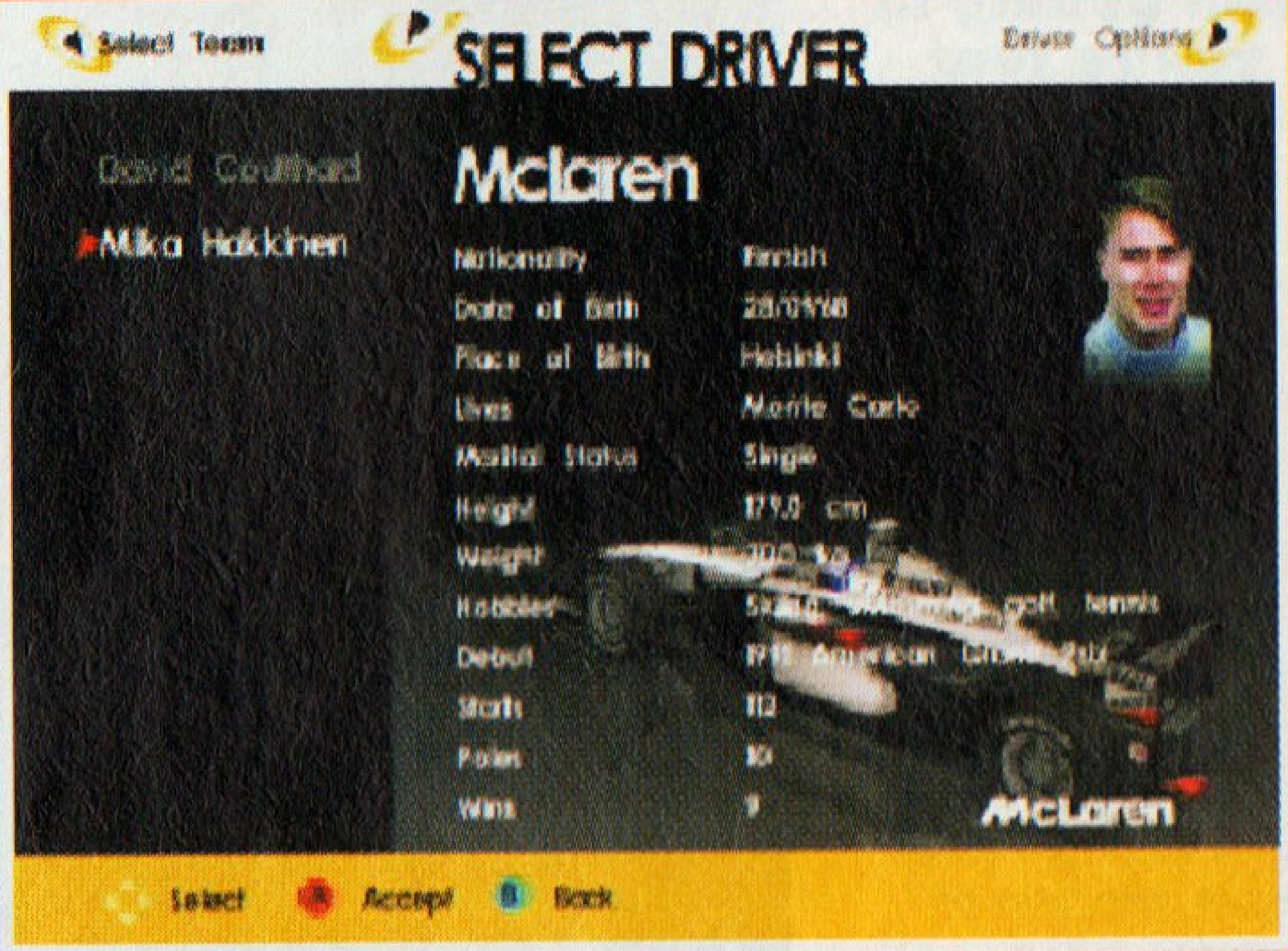
The full 16 tracks are included (unlike the awful *F1 Live Information*, that was released on the Saturn with a ridiculously poor three), and the complete range of drivers and teams are also there. They've all been lifted from the latest F1 season and duplicated here for your control.

Billed as a complete F1 simulation there are a whole bunch of added extras, which include complex warm-up and practice laps, a flag system, tons of pit options and a safety car that nips onto the track in the event of a serious crash.

There's no denying that *F1 World Grand Prix* is the best-looking and most realistic F1 game yet and if the concerns raised about it's handling (see the 'Handle With Care') are fixed, this could be a stunning racer when it's released on the 5th of November.

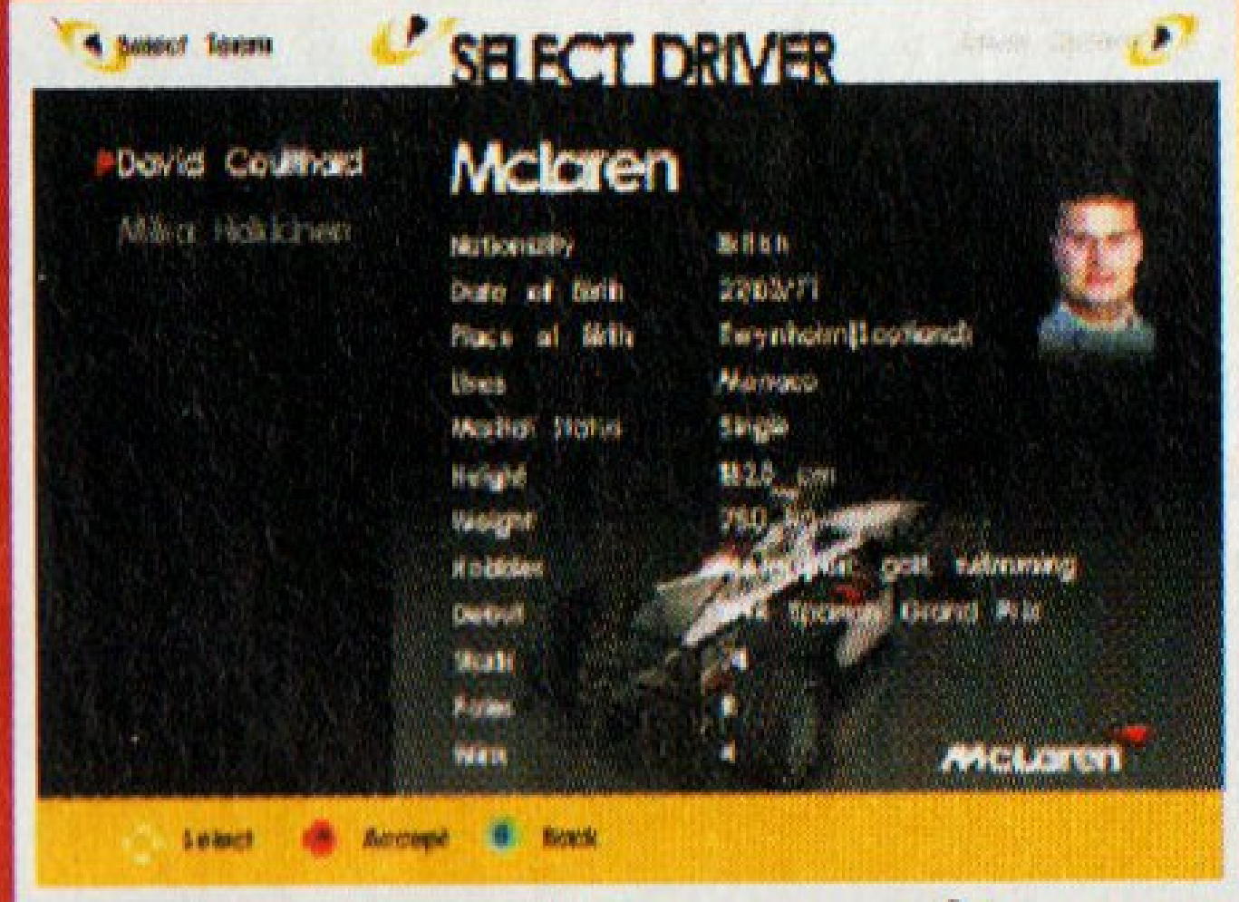
CHEERS DRIVER!

Okay, be honest. Are you going to choose David Coulthard, Michael Schumacher or Mika Hakkinen or are you going to choose Billy Wobblyfingers from some obscure driving team that never manages to finish a race and hasn't had Champagne sprayed in his face for about three years? Damon Hill, in other words.



Select Team
SELECT DRIVER
Driver Options
David Coulthard
Mika Hakkinen
Mclaren
Nationality
Date of Birth
Place of Birth
Lives
Marital Status
Height
Weight
Hobbies
Debut
Starts
Poles
Wins
Select
Accept
Back

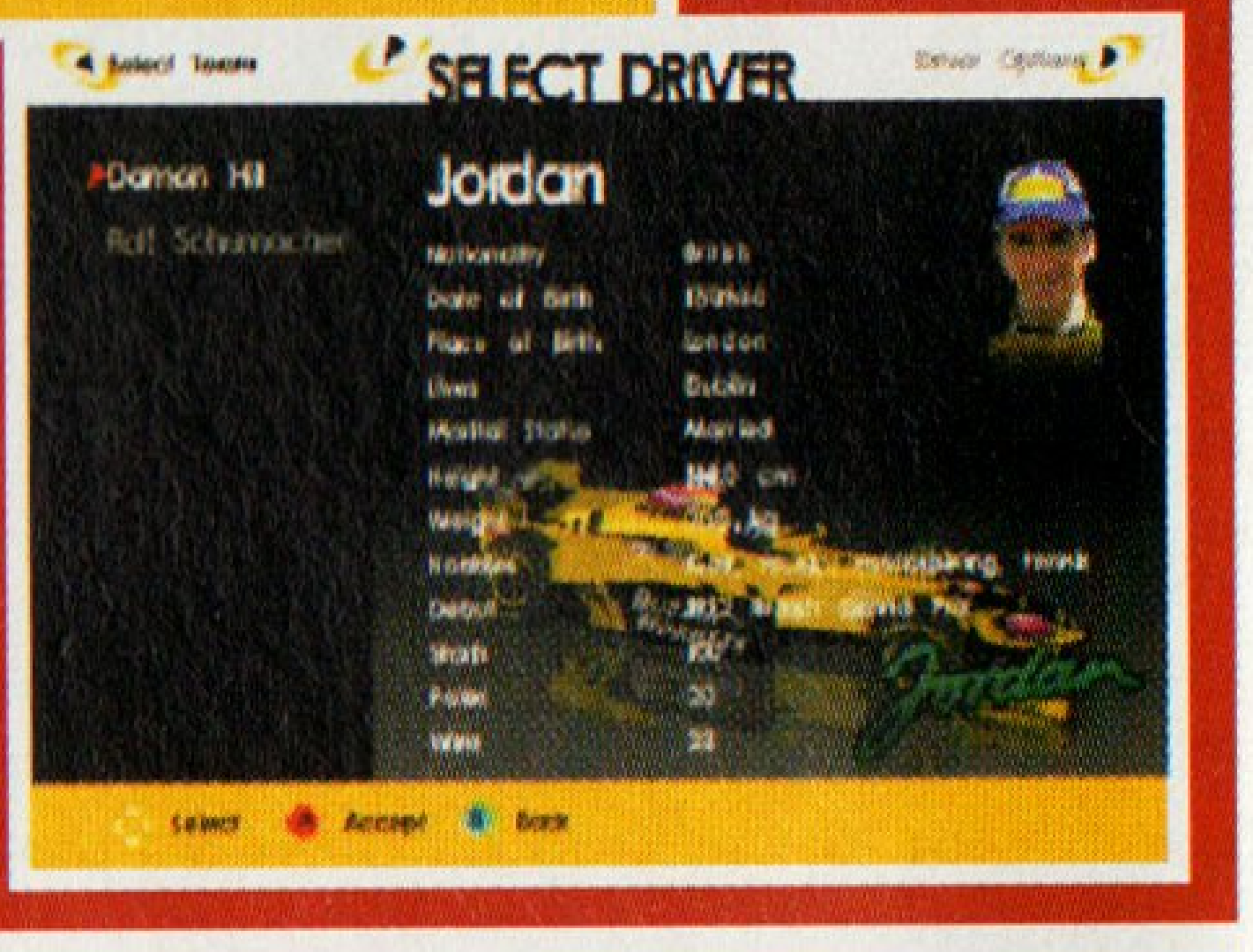
▲ WHOPPEE! It's Mika. He's fast, rich and wins more races than a drugged-up horse and, yes girls, he's single.



SELECT DRIVER
Mclaren

◀ Oh, and here's Damon. He used to be good but then it all went the shape of a pear-type fruit.

▶ HURRAH! Say a big hello to David. Blonde, blue-eyed Mr Coulthard drives very, very fast and pays someone else to fill in his tax returns. Rebel!

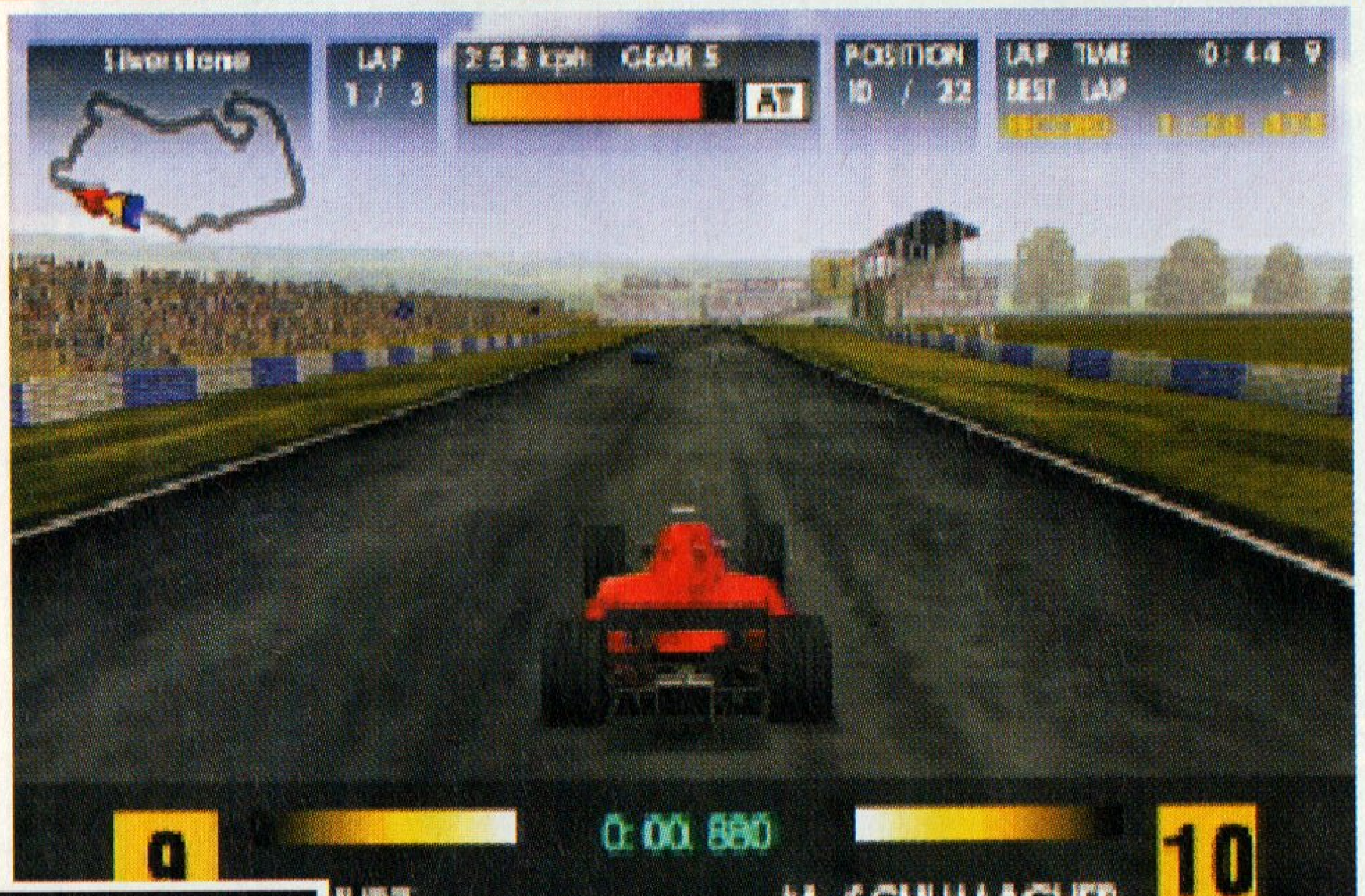


SELECT DRIVER
Jordan

MAKING TRACKS!

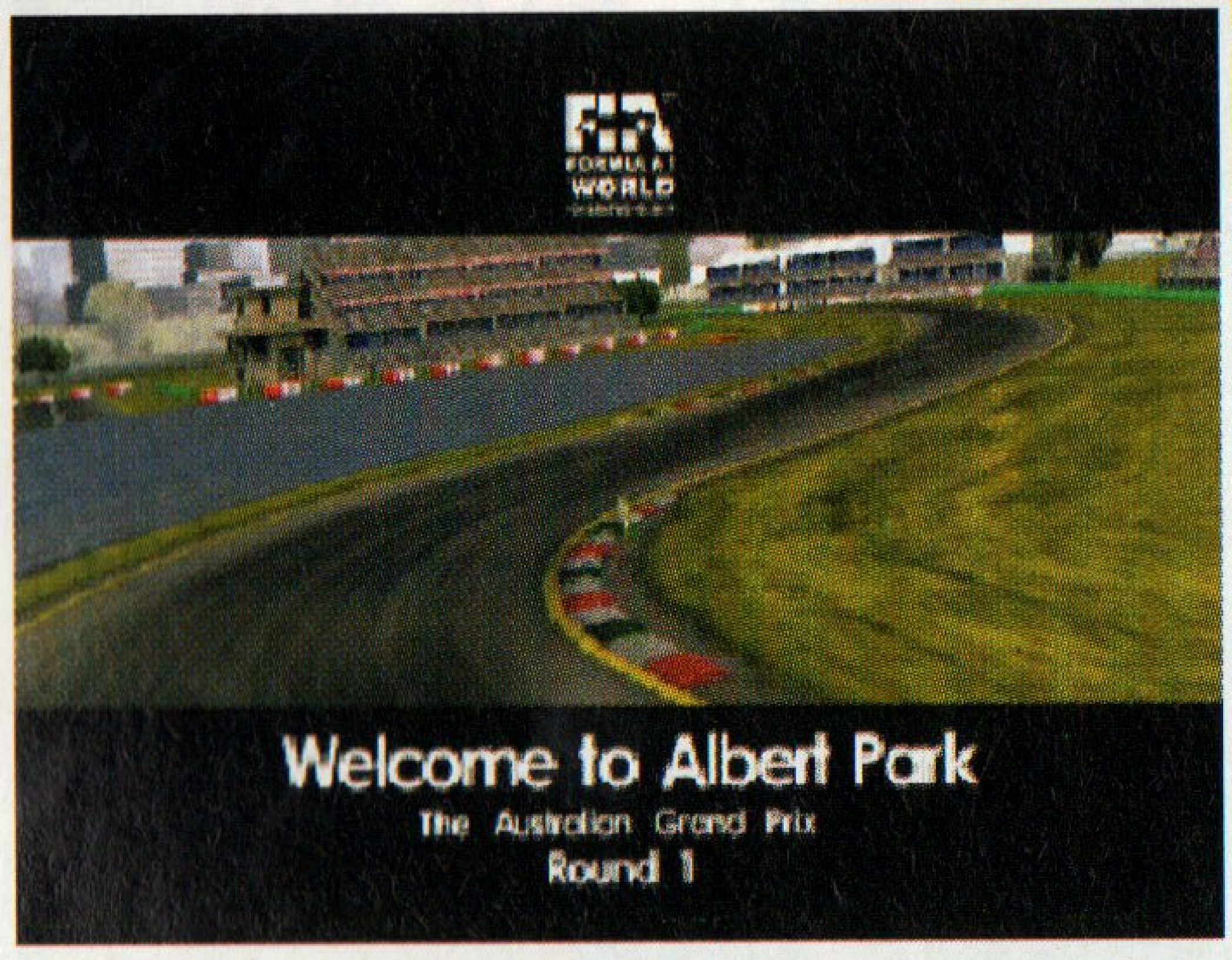
All 16 of the F1 tracks are there (including the new one from... um... somewhere beginning with 'M') and there's an almost rude amount of trackside detail to views while hurtling down the straights at 150 mph.

▶ Here's the British track, so expect delays as you come across a couple of miles of traffic cones and no workers in sight. Plus other clichés...

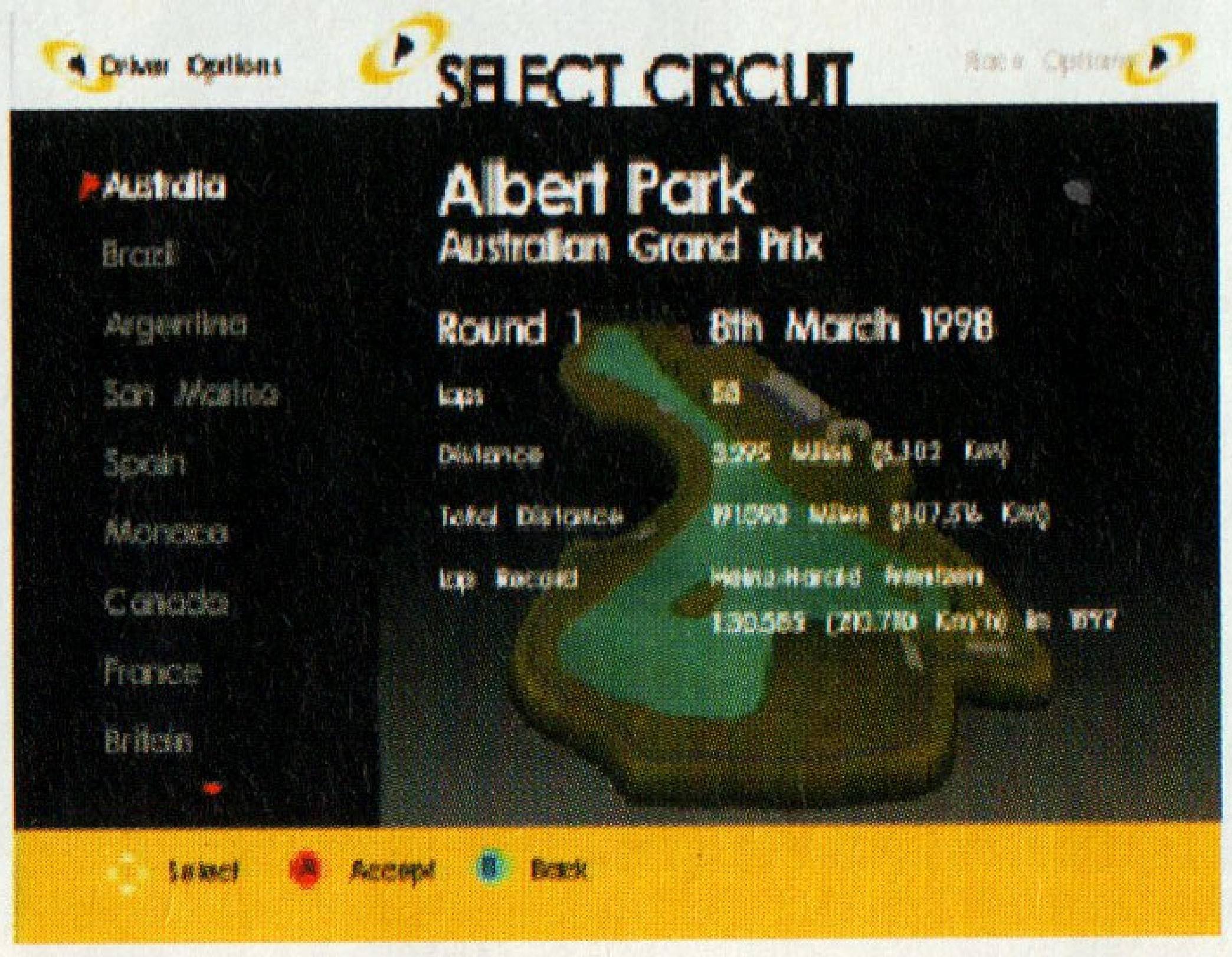


Silverstone
LAP
GEAR 5
POSITION
LAP TIME
BEST LAP
AT
0:00.880
10
M. SCHUMACHER
SIEMENS Communications

▼ If you're an F1 novice, then you'll appreciate this track fly-by.



FIA FORMULA 1 WORLD
Welcome to Albert Park
The Australian Grand Prix
Round 1

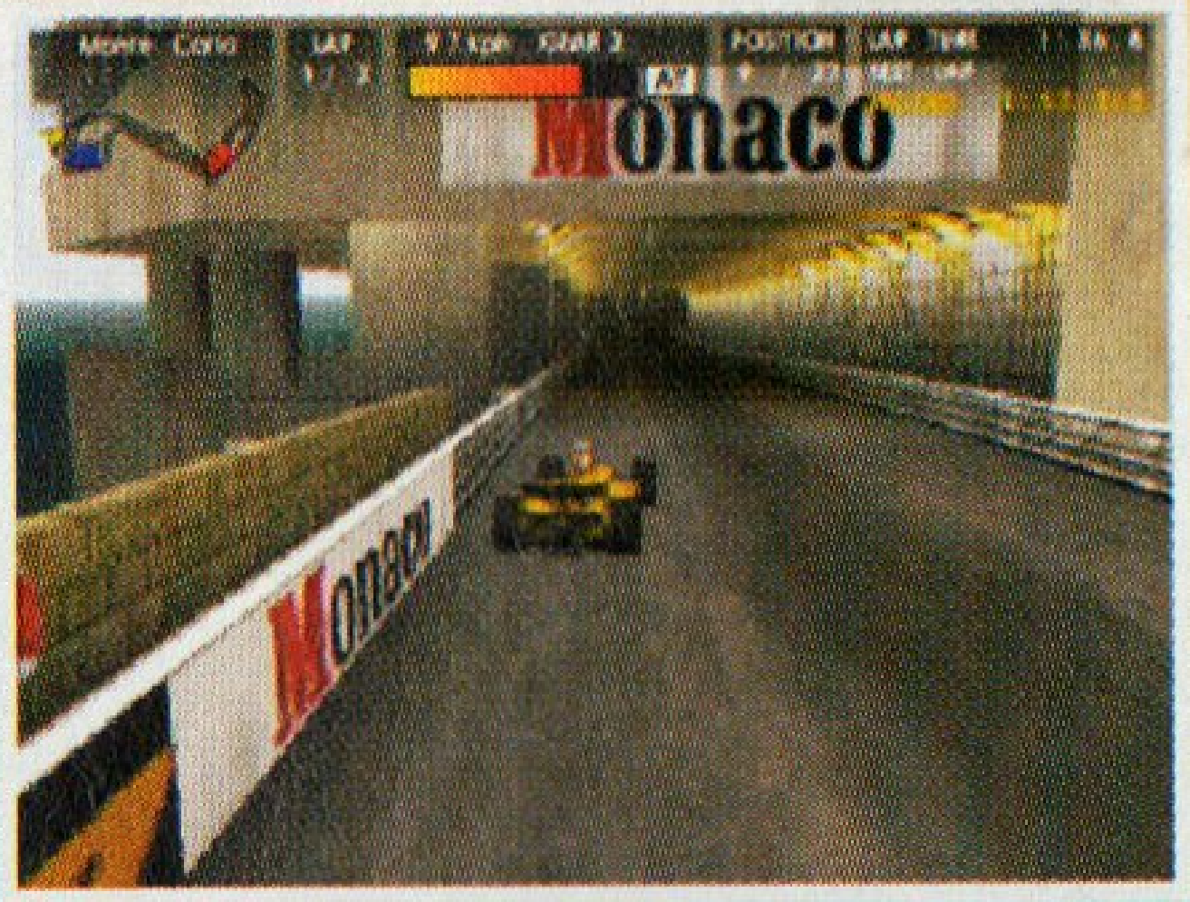


Driver Options
SELECT CIRCUIT
Race Options
Australia
Brazil
Argentina
San Marino
Spain
Monaco
Canada
France
Britain
Albert Park
Australian Grand Prix
Round 1
8th March 1998
laps
Distance
Total Distance
lap Record
Select
Accept
Back

▶ It may look like just screen decoration, but I'd be taking a closer look at those killer corners, if I were you.

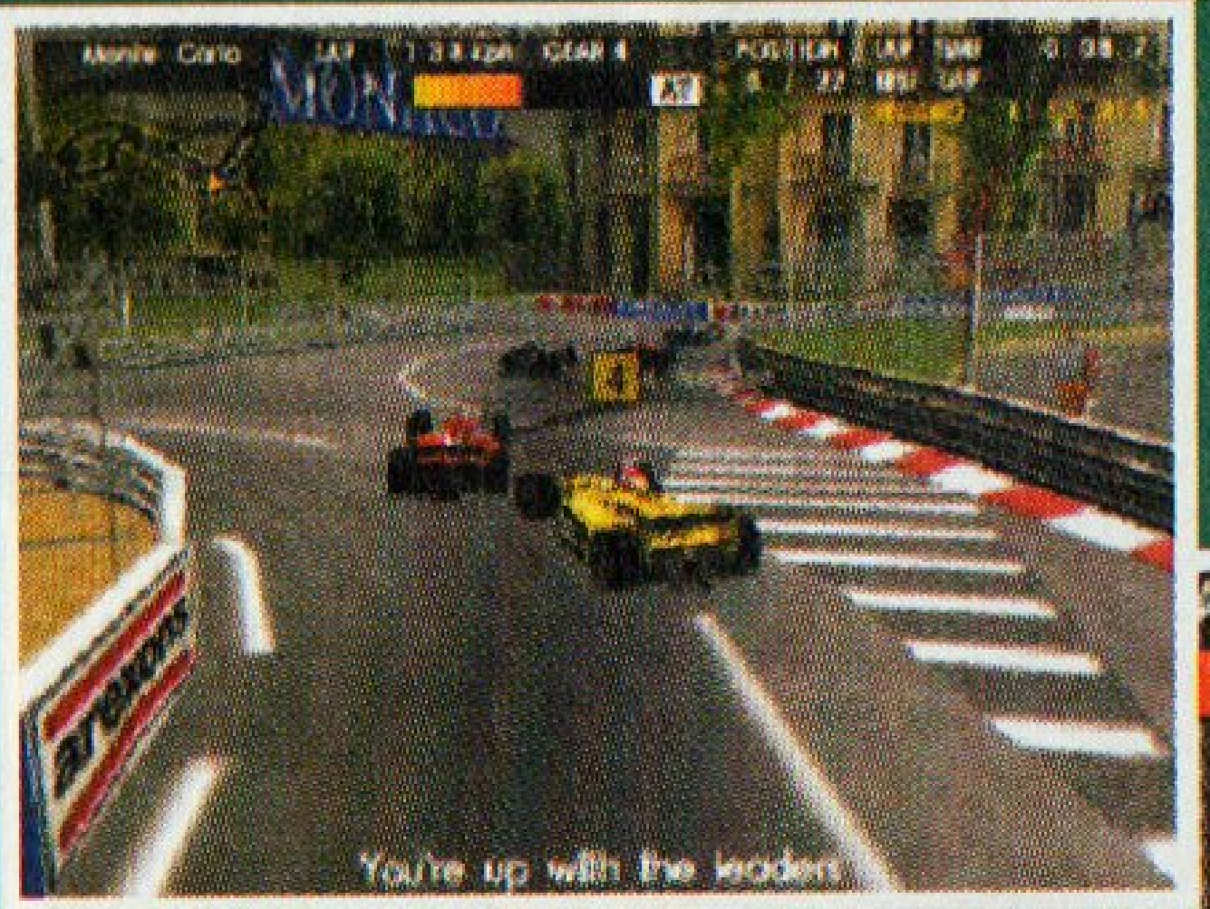
MONACO OR BUST!

The most notorious track in the whole F1 calendar. Populated by the rich, famous and, um, Peter André. All the Jet Set head off to the country for the weekend and let the oily greasers take over the town for a week.

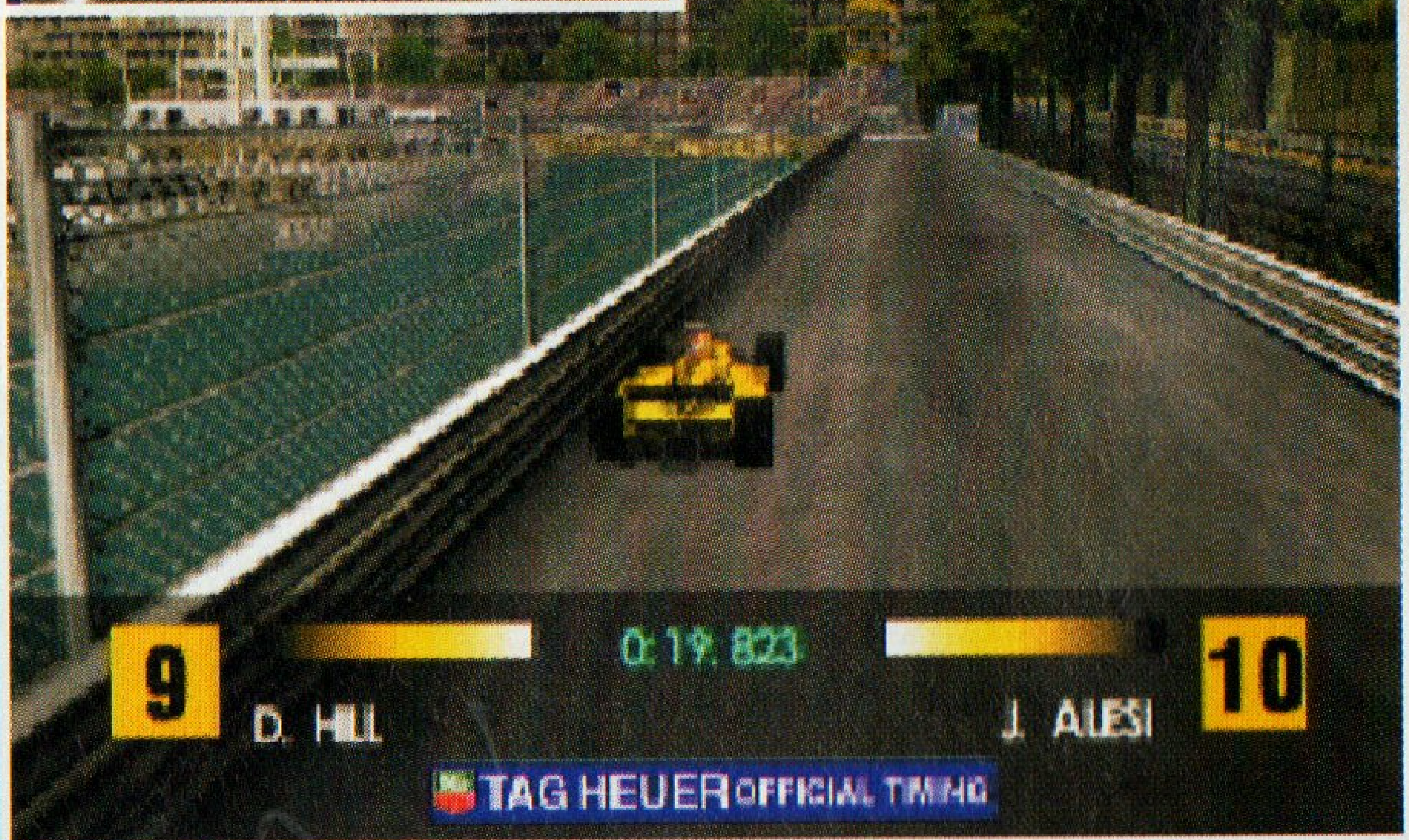


▲ Recognise this tunnel? Course you do, as it's the most famous one in F1 racing.

◀ You could buy one of those buildings or a Cornish village for the same money.



You're up with the leaders



9
0:19.823
10
D. HILL
J. ALESI
TAG HEUER OFFICIAL TIMING

▲ The boats. Every time someone prints any pictures of the Monaco circuit, you have to print a picture of the harbour and some posh boats. It's the law, apparently.

DEVELOPER: VIDEO SYSTEMS
PUBLISHER: SEGA

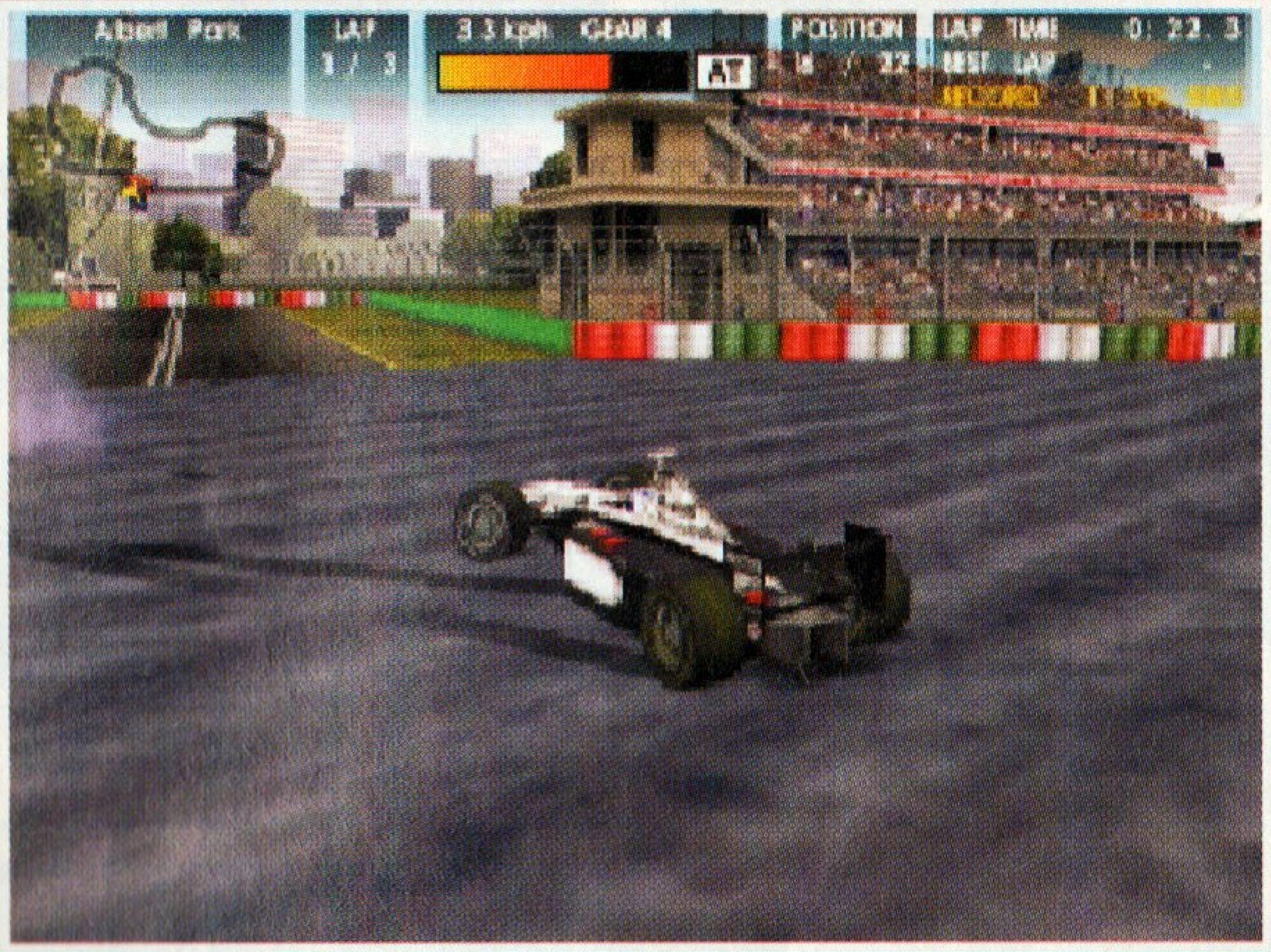
CALL: 0181 995 3399
PLAYERS: 1-2

SPECIAL FEATURES: VMS
OTHER FORMATS: NONE

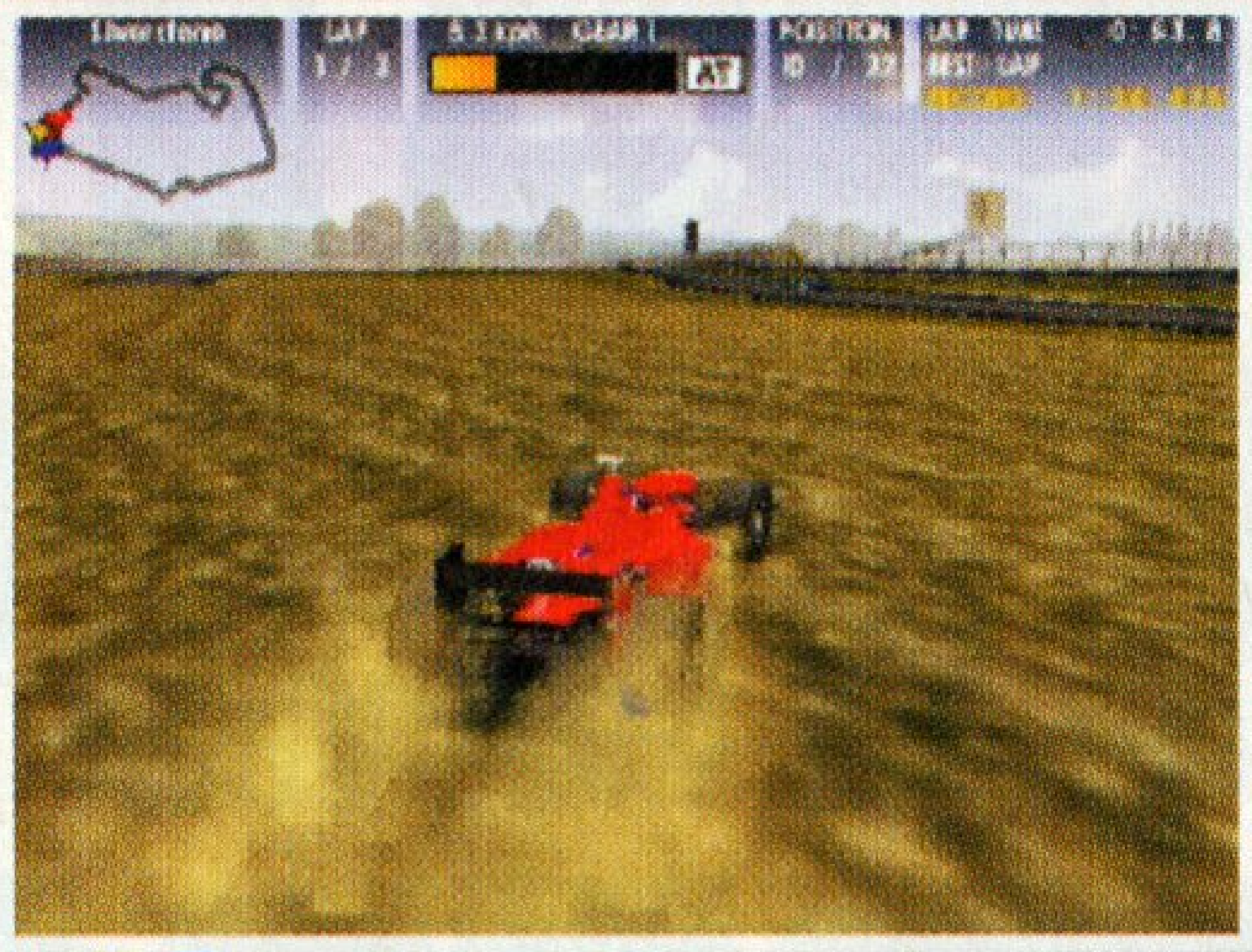
F1 WGP

HANDLE WITH CARE!

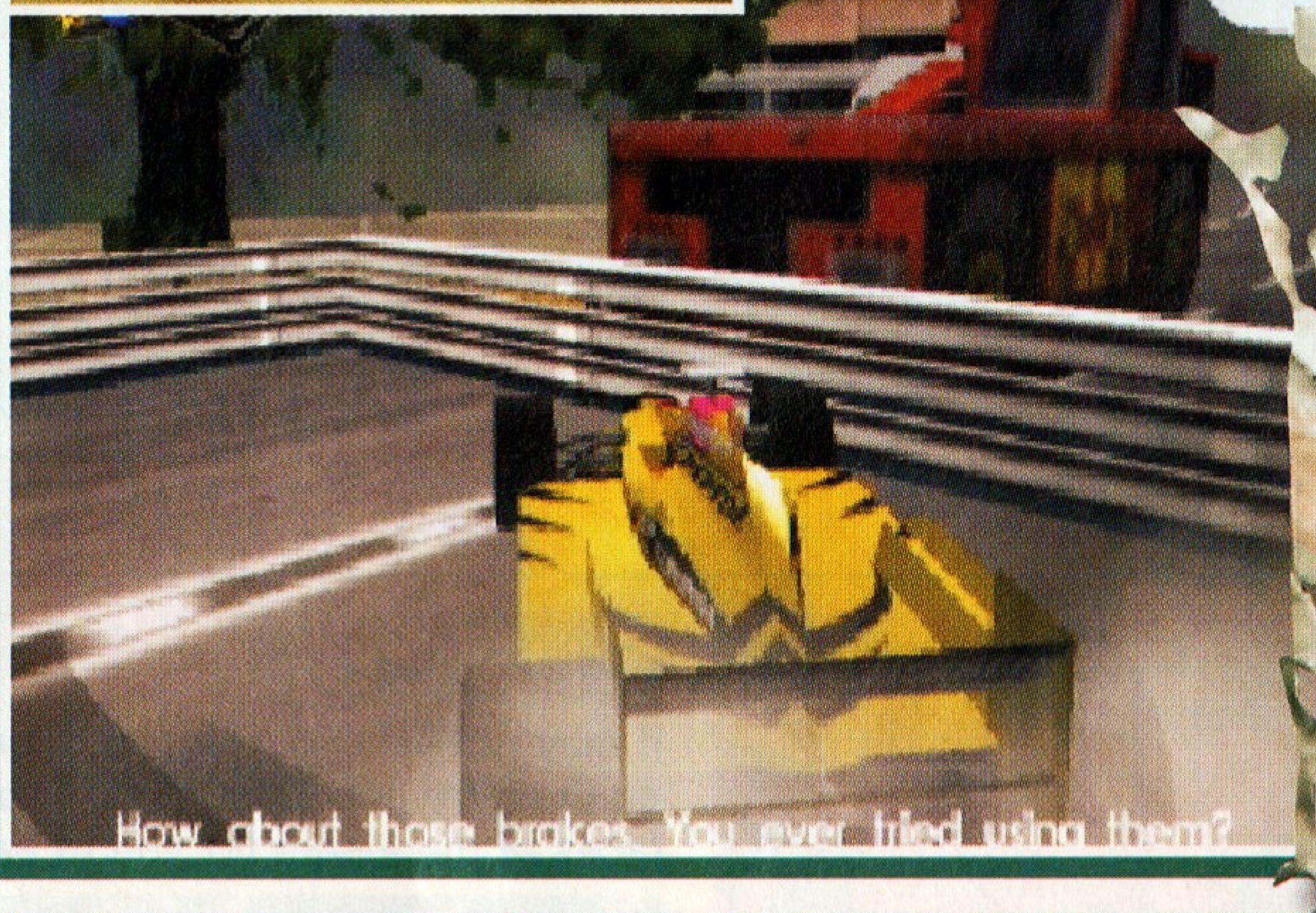
How does your super-powered car handle? Imagine trying to control a polished tea tray across an iced-over pond and that's easier than trying to keep this vehicle on the track. But, in Sega's defence, it's something they're currently working on before the game's release.



▲ AARRGGHH! Perhaps I should've gone a bit slower around that corner. I mean, I must have been doing at least 20.



◄ UURRKKK! More fancy twirls and spins than Torville and Dean.

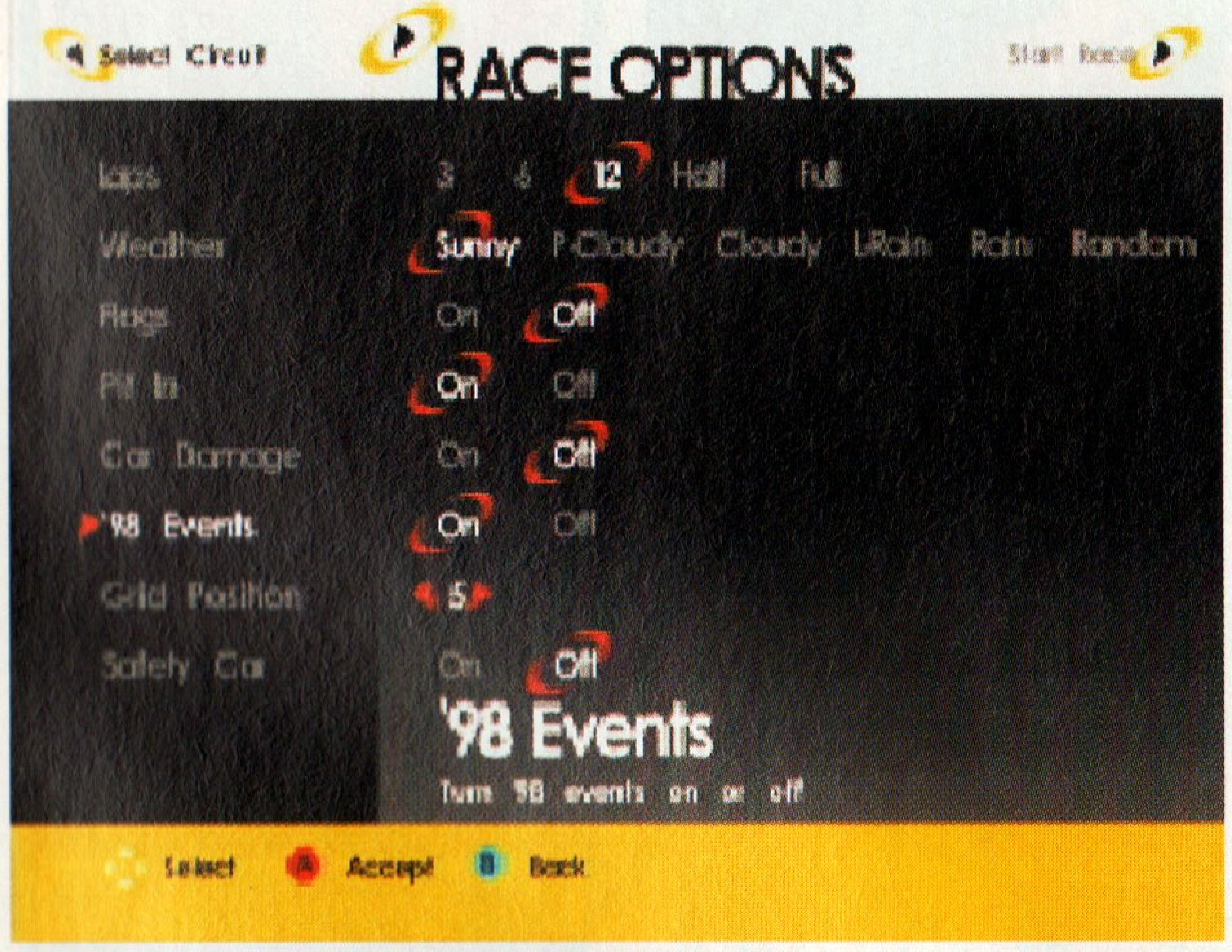


How about those brakes. You ever tried using them?

► WHHOOPPPSS! Stop it now! No stop it! I'm getting dizzy. Woah, I'm gonna hurl – blech hucka...

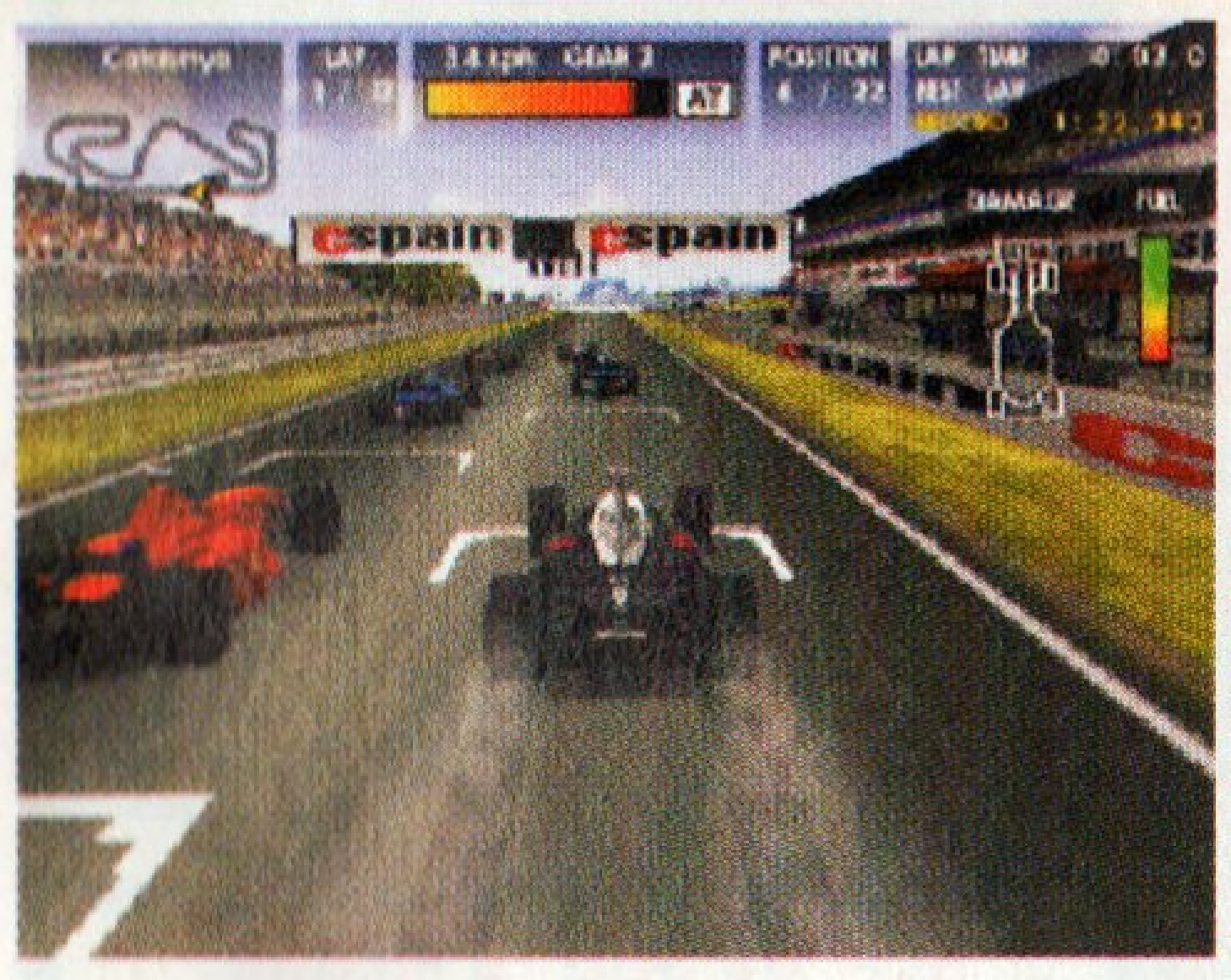
98 PERCENT PROOF!

While we don't know all the ins and outs of licensing, Sega have collected the whole caboodle from the 1998 season and, best of all, there's a option in the game to turn all the actual '98 season mid-race events on or off as well.



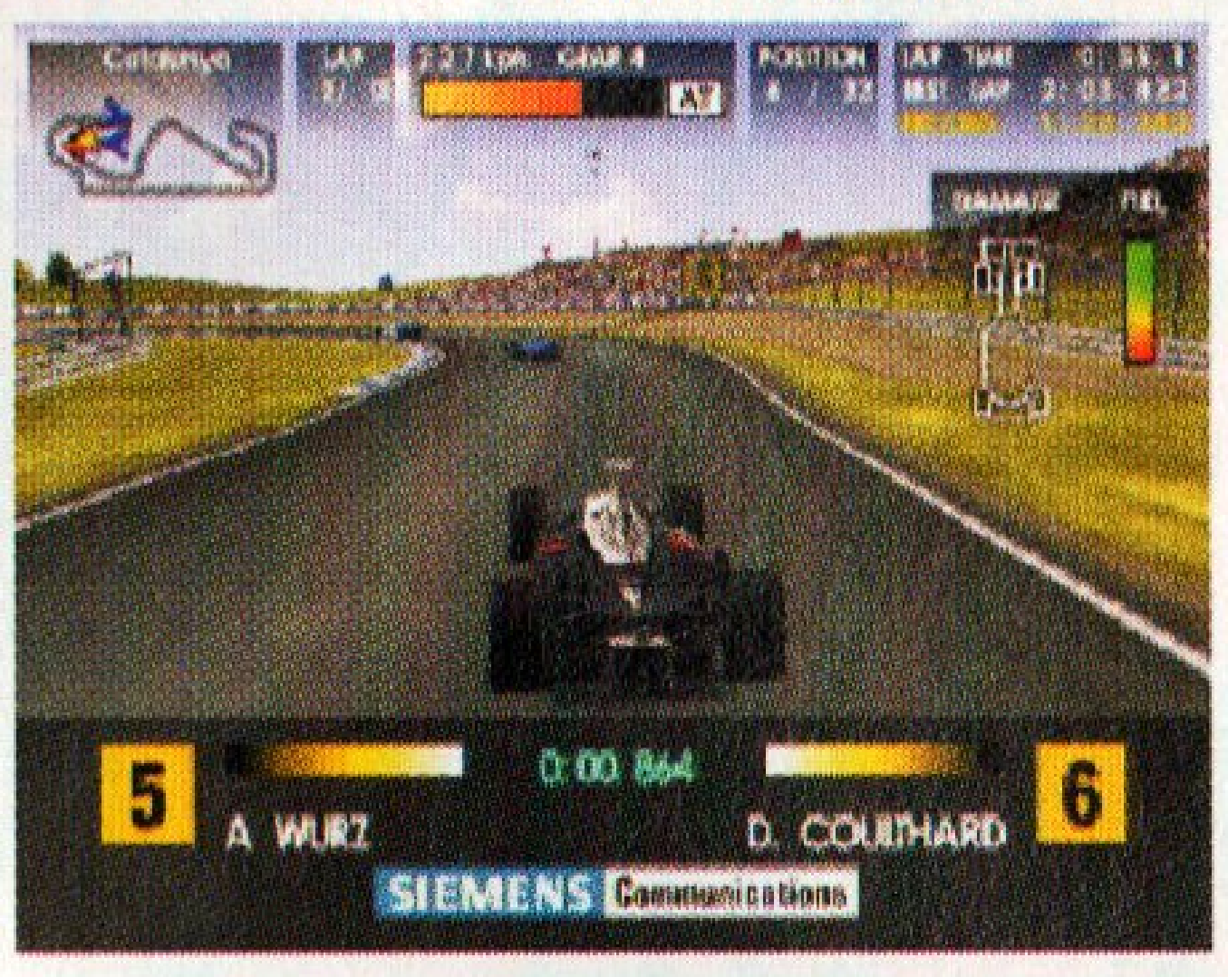
Laps 3 6 12 Half Full
Weather Sunny P-Cloudy Cloudy L-Rain Rain Random
Flags On Off
Pit In On Off
Car Damage On Off
'98 Events On Off
Grid Position 5
Safety Car On Off

'98 Events
Turn '98 events on or off



▲ Decide to switch the option on and...

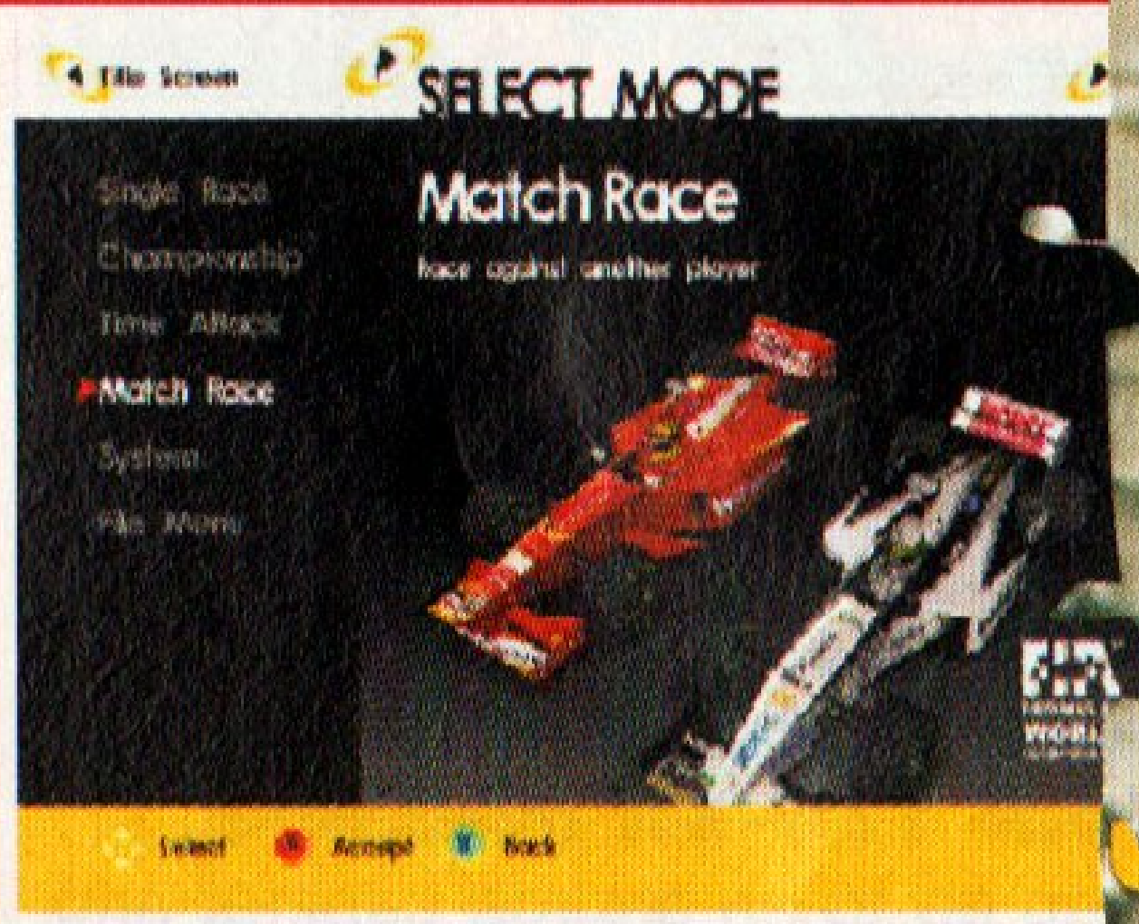
▼ ... the in-game racers will pit stop and spin off in exactly the right place.



▲ The entire line up on the starting grid will be the same as the actual race in the '98.

SPLIT PERSONALITIES!

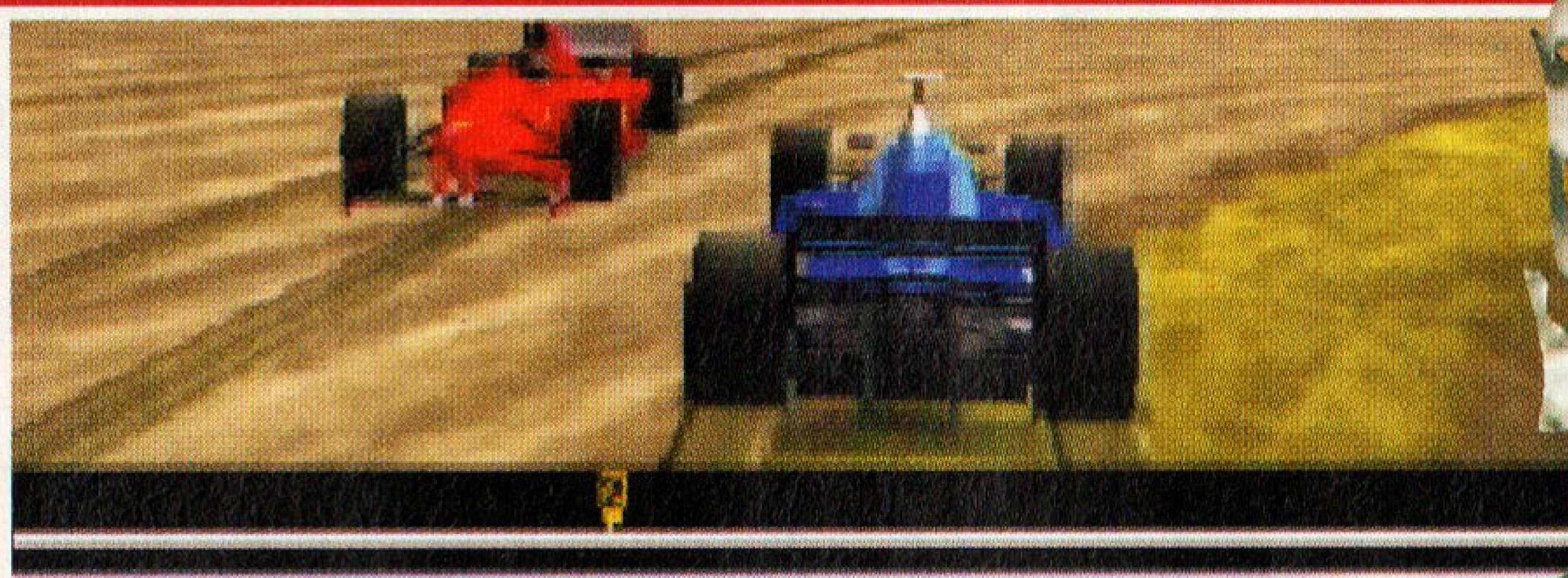
Well, you'd expect it really, wouldn't you? Four players would've been an even better option, but I'll happily settle for the duel contest. How does it play? Pretty well, actually. The same sloppy handling is evident, but it still turns in a cracking two-player battle. Maybe a four-player next time fellas?

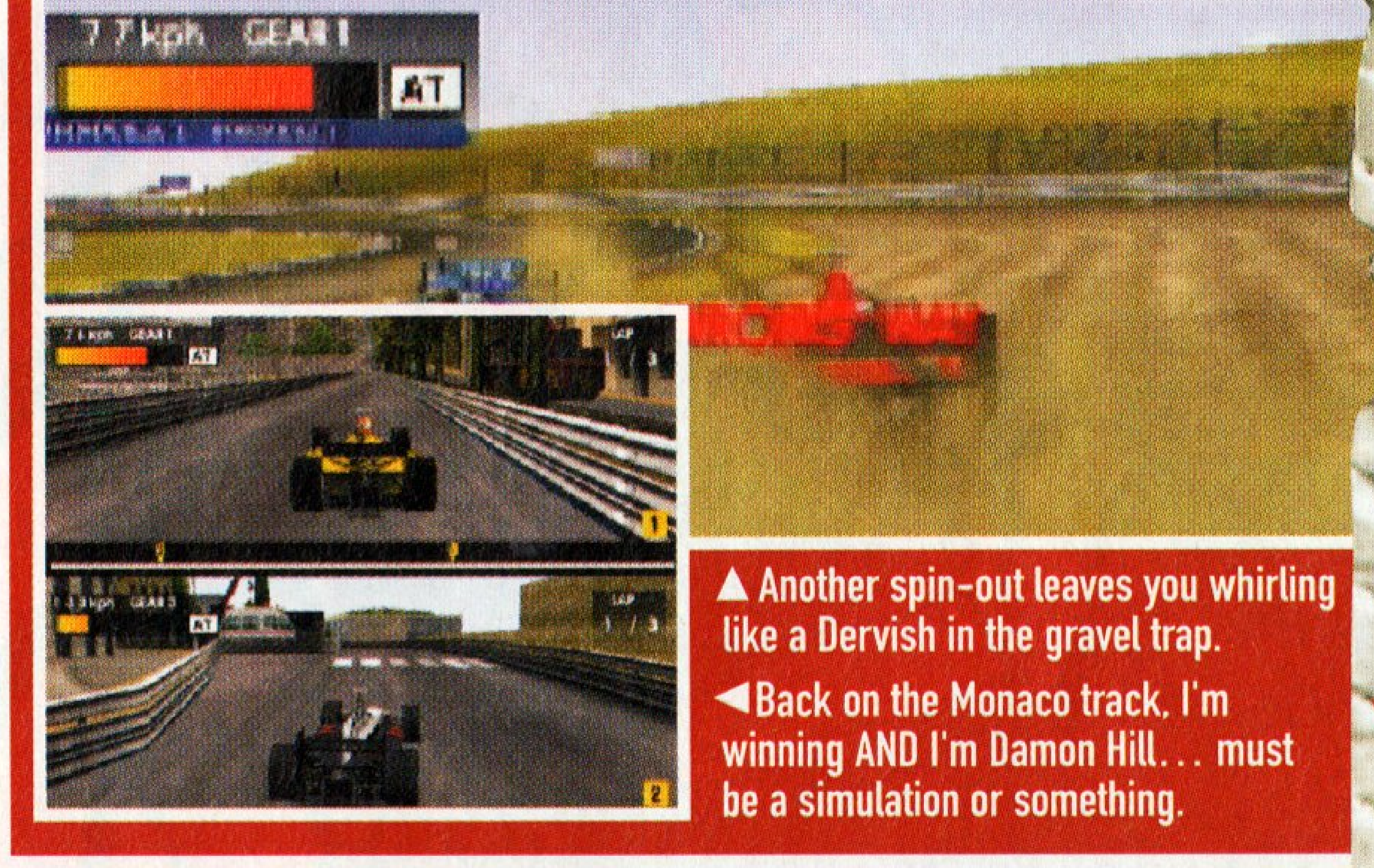


Single Race
Championship
Time Attack
Match Race
System
File Menu

Match Race
Race against another player

▲ Each player can choose their own team, driver and options.



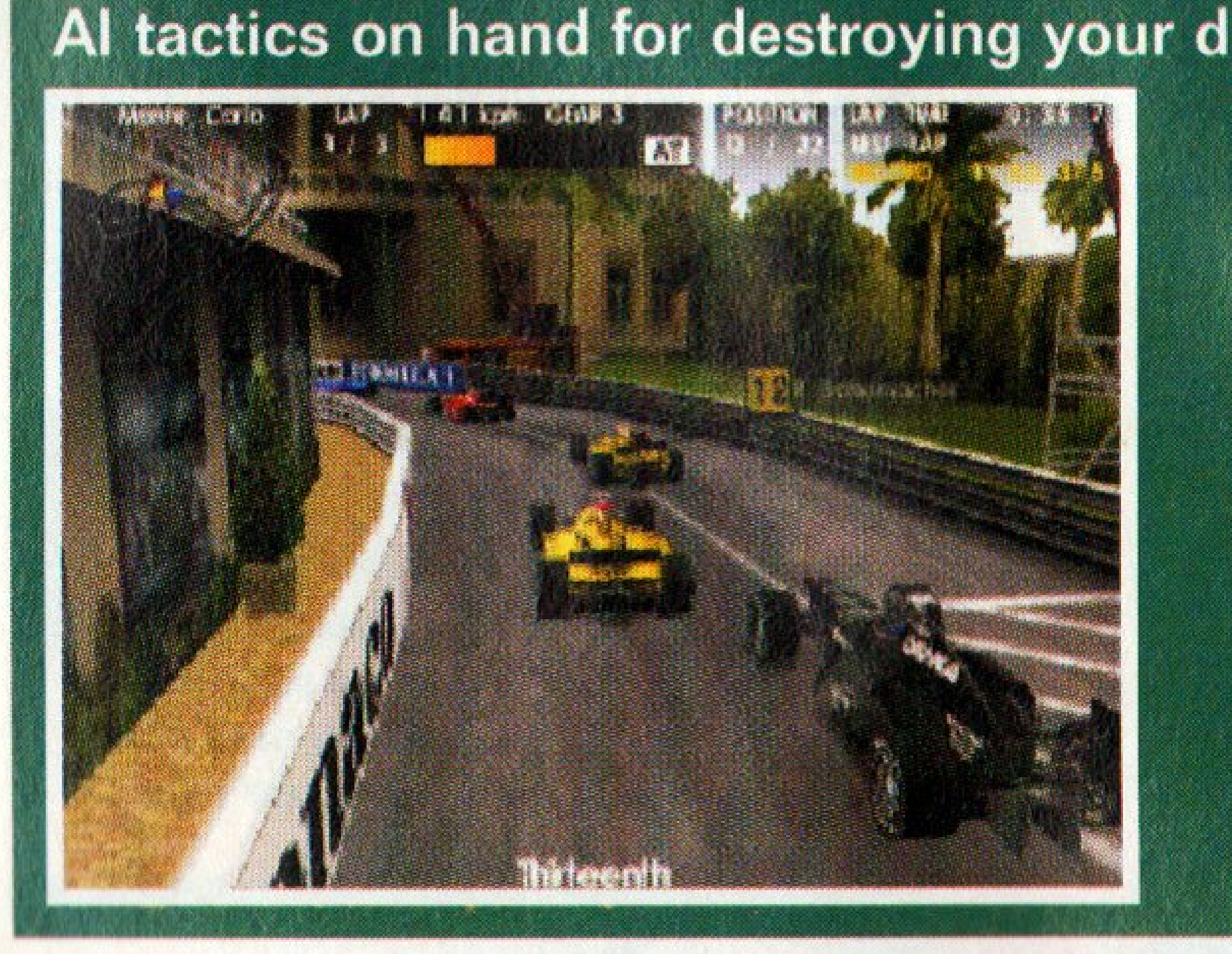


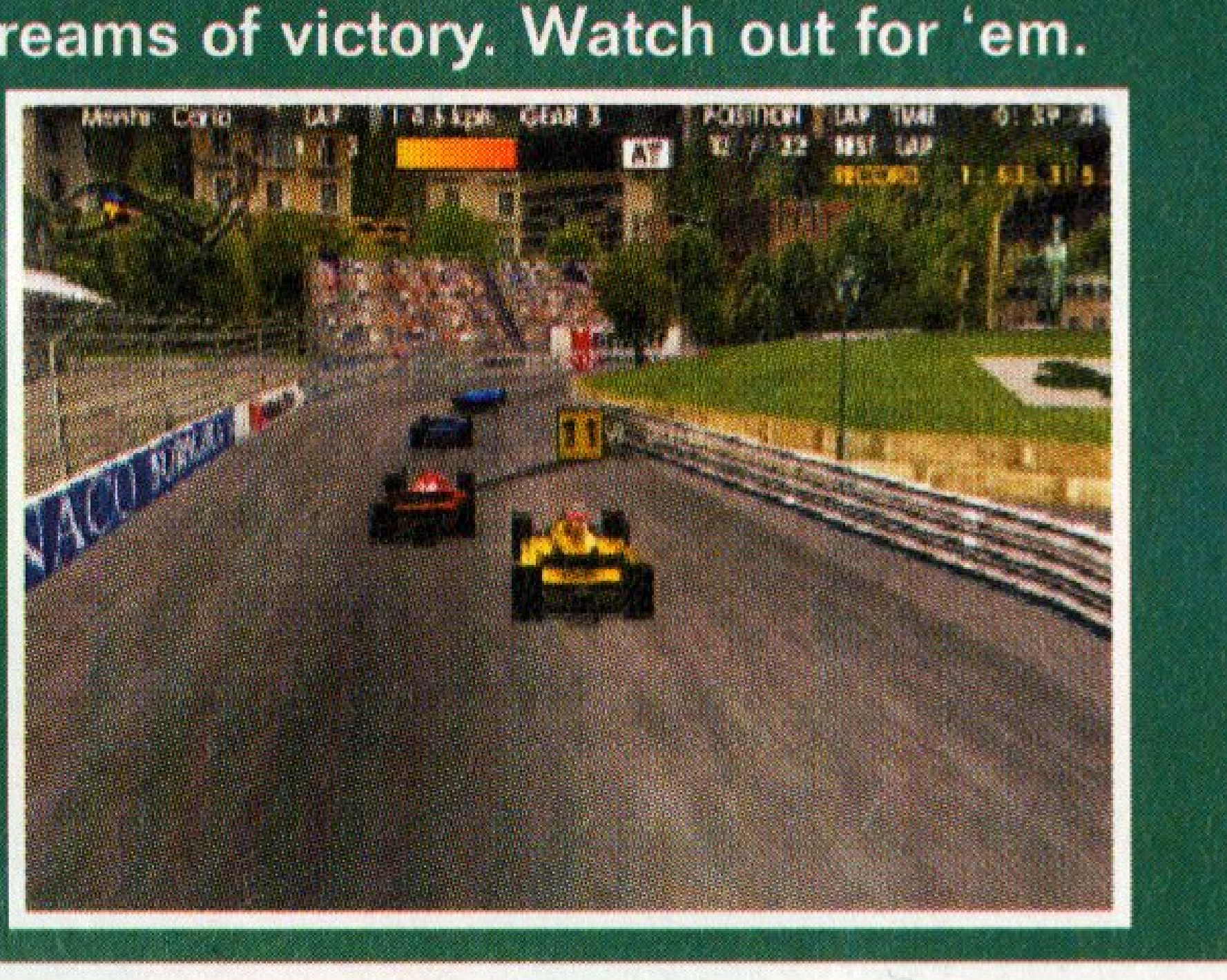
▲ Another spin-out leaves you whirling like a Dervish in the gravel trap.

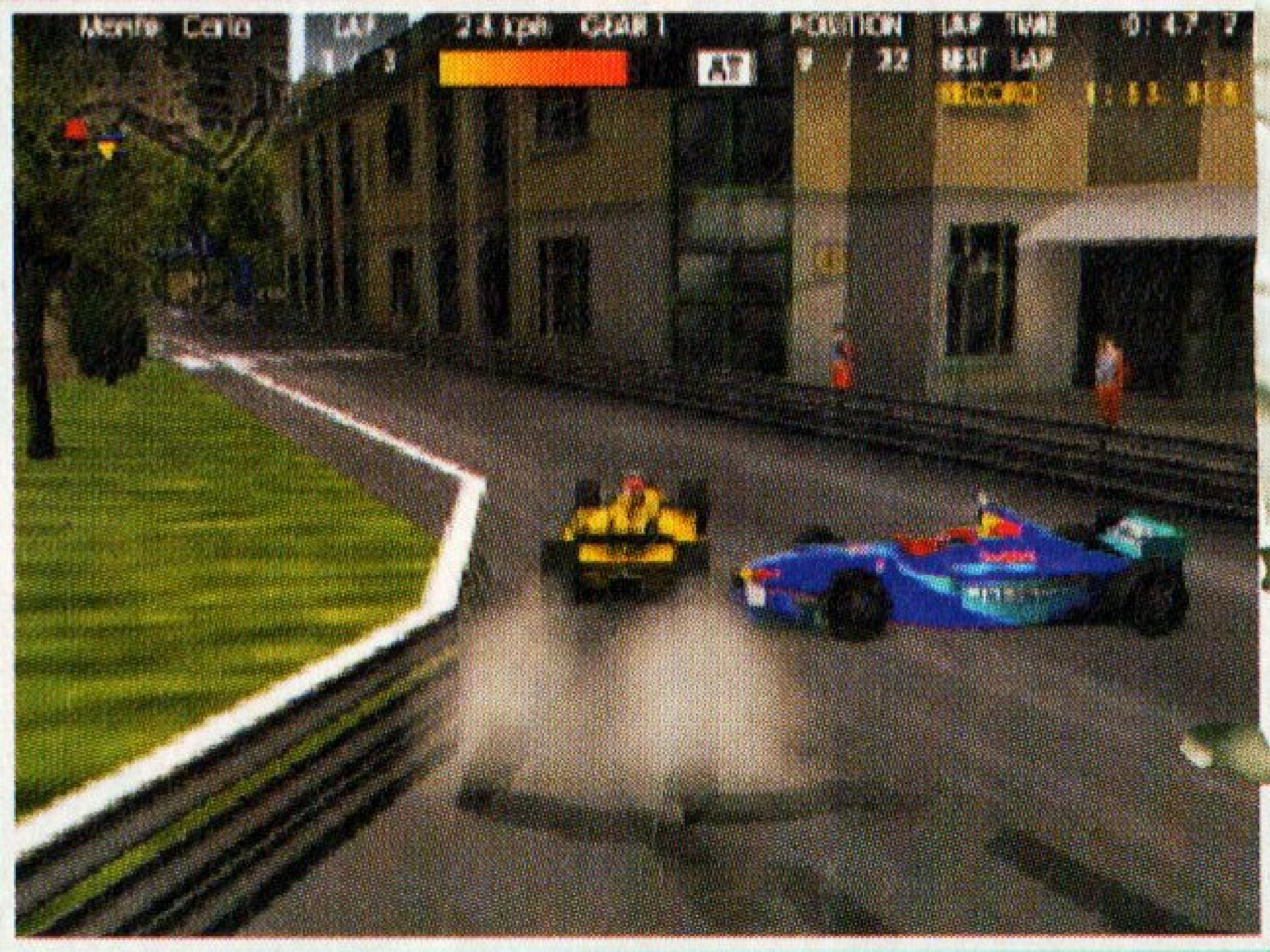
◄ Back on the Monaco track, I'm winning AND I'm Damon Hill... must be a simulation or something.

TEAM TACTICS!

In the single-player Championship mode your opponents have a whole list of AI tactics on hand for destroying your dreams of victory. Watch out for 'em.





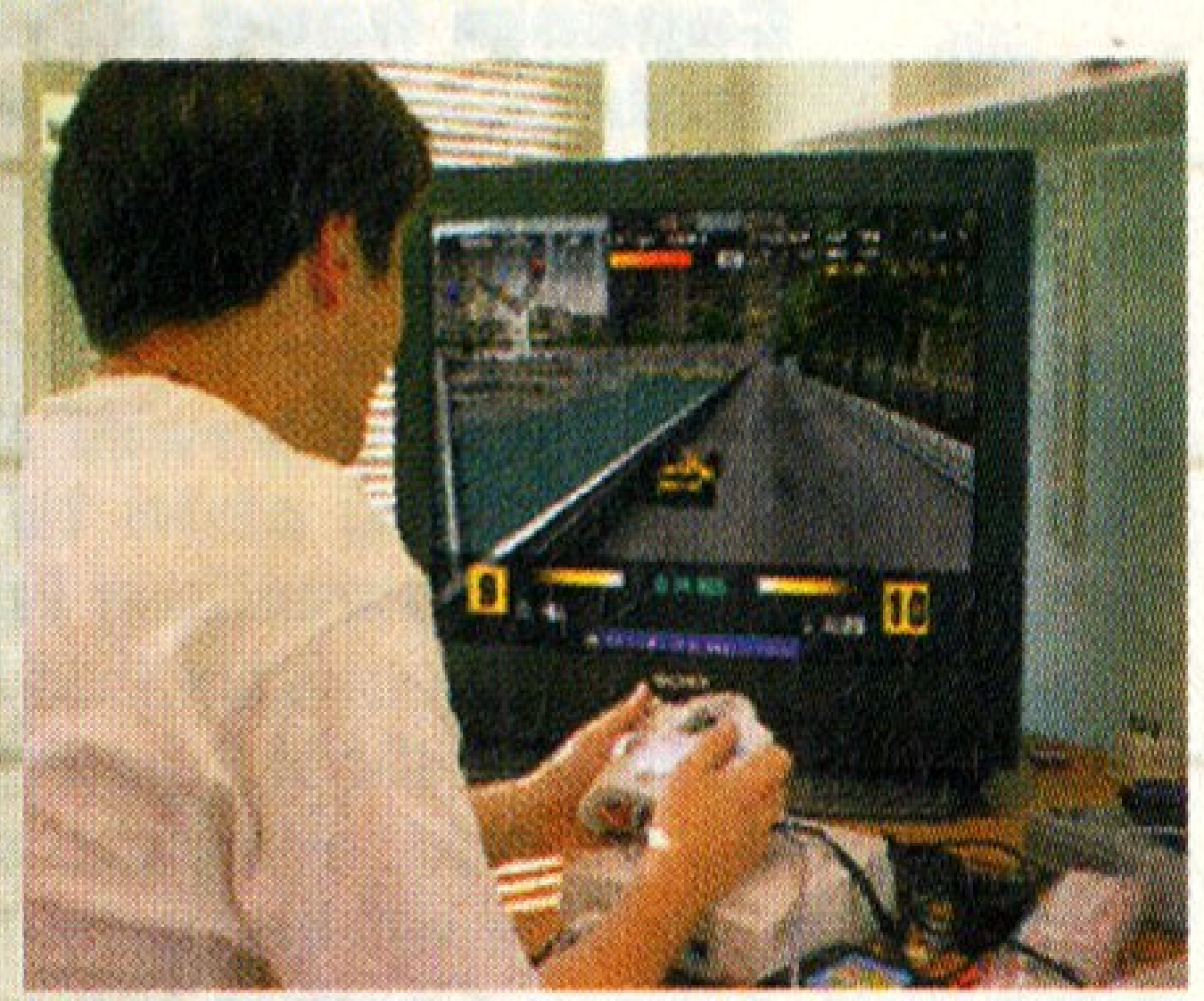


FIRST IMPRESSIONS

Is this a case of podium glory? Or podium dancing?

What can you really say? It's a Formula One game with all the cars, tracks, teams and drivers from the 1998 season. Ah, so there's lots to say, actually. The graphics are, as you'd expect, crisper than a fresh tenner and the whole game has a professional and well-designed feel to it throughout.

On the down side though, there's some noticeable slowdown when you're driving along anything apart from the smallest of corners and it handles about as well as a blind-folded jelly juggler with air-cushioned soles.



Ah but, Sega say, this is an early version and the handling's down for some serious improvement before the game's released in, ooh, about a month's time. To give them credit, they do realise that something needs to be done about the controls, as the version we tested was almost totally unplayable.

So if, and the clock is ticking on this one, they get everything ironed out prior to the release, then there's definitely a decent racing sim here and a perfect benchmark for the inevitable swarm of F1 games that are sure to follow it onto the new console.

However, until such a time when you can pick and choose between the best, this should definitely satisfy fans for now.

GOOD COP BAD COP

+ Every system has to have a decent F1 game and this could be it.

− Some early teething troubles which need to be sorted out sharpish.

WHERE IT'S AT

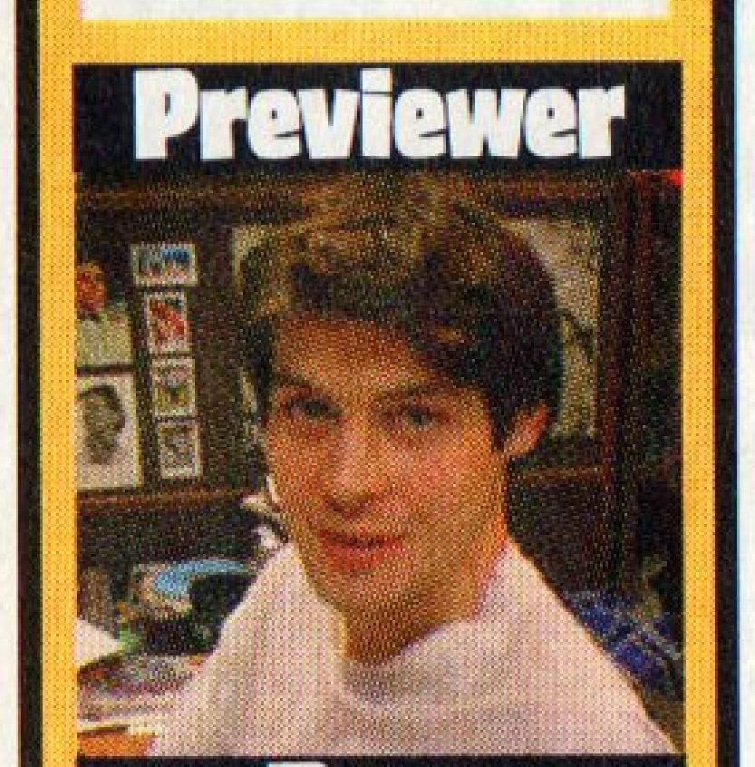
All that needs improving is the handling and then (and only then, mind you) we'll have a fine racer.

We'll have a whole lot more on this gripping F1 sim as soon as the it leaves its tire tracks across the streets.

DATA ▶ FORMAT PREVIEWED: DREAMCAST
PUBLISHER: VIRGIN
OUT: NOVEMBER
CALL: 0171 551 4222
PRICE: £40
PLAYERS: 1-2
DEVELOPER: CAPCOM
OTHER FORMATS: PSX

Dreamcast

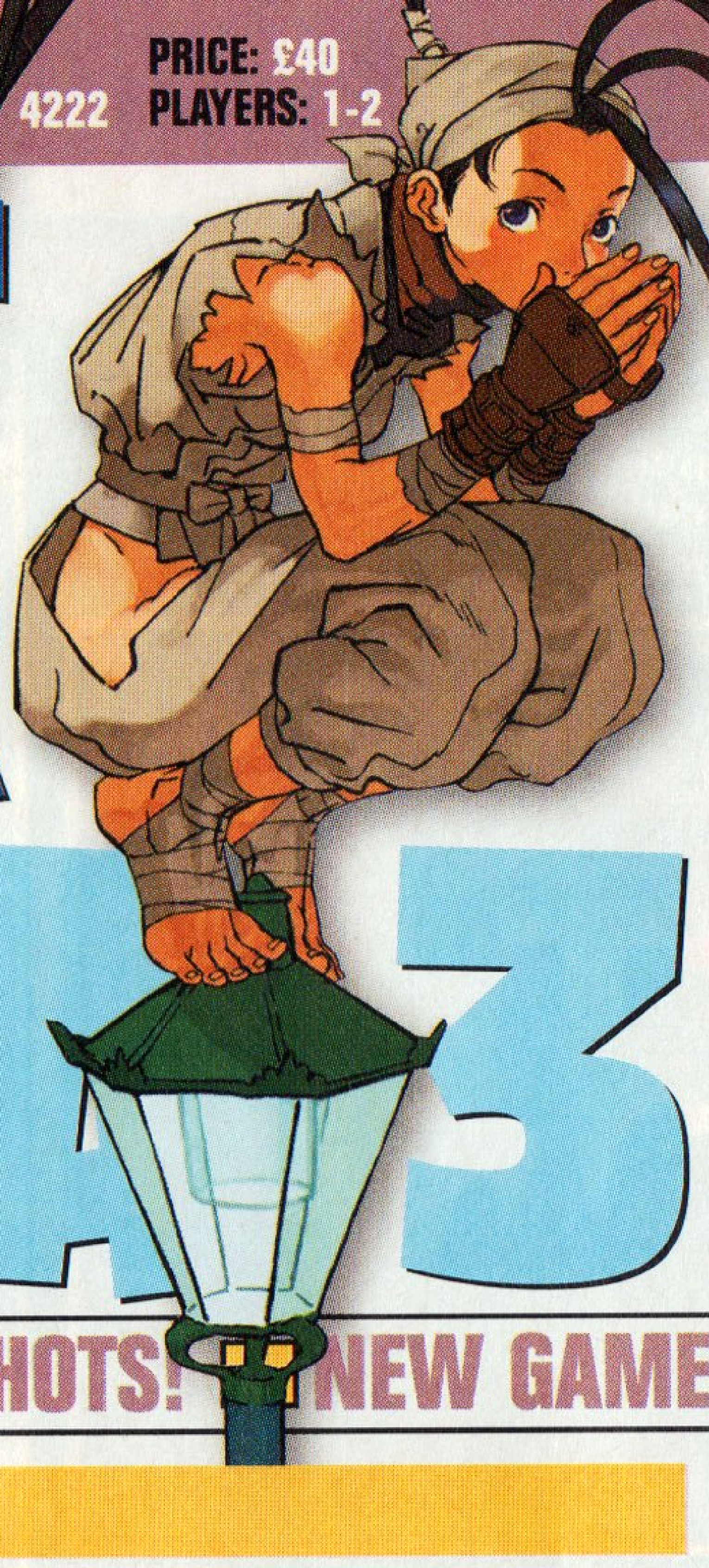
Previewer

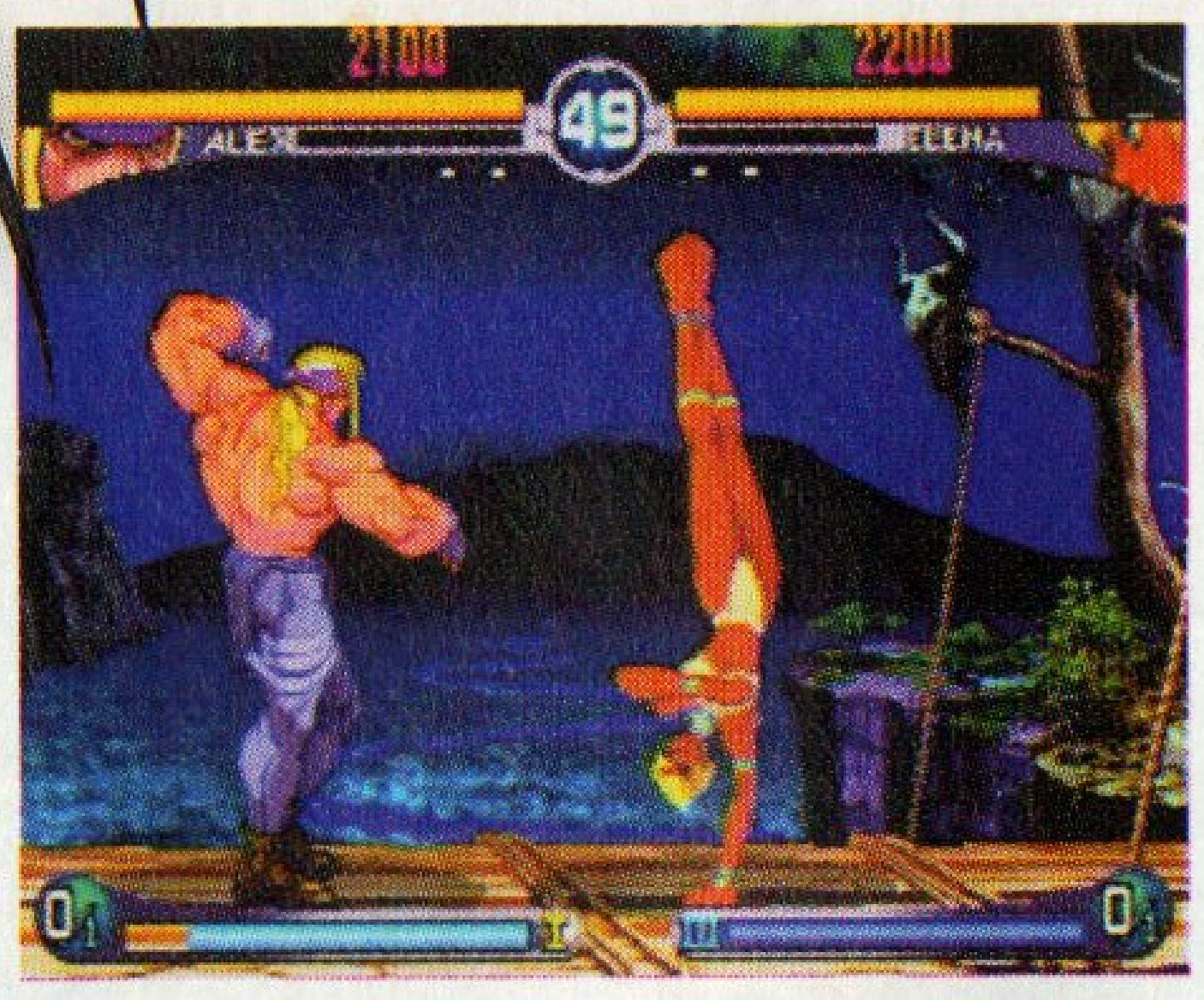


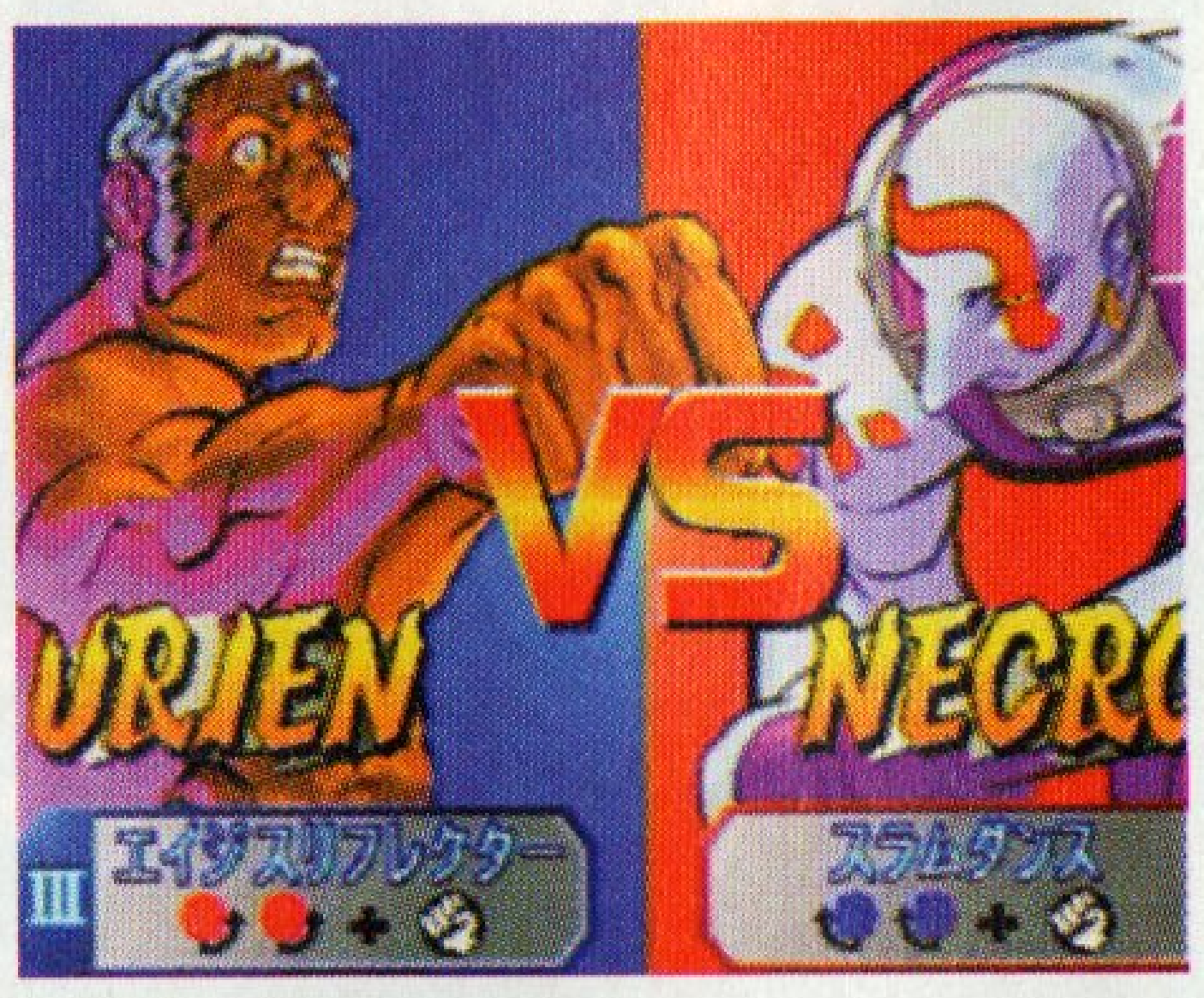
Dave Harrison

Capcom break the mould, taking beat-em-ups into the next century and stretching their creative capacity to the limit. Oh no. My mistake it's *Street Fighter* again.

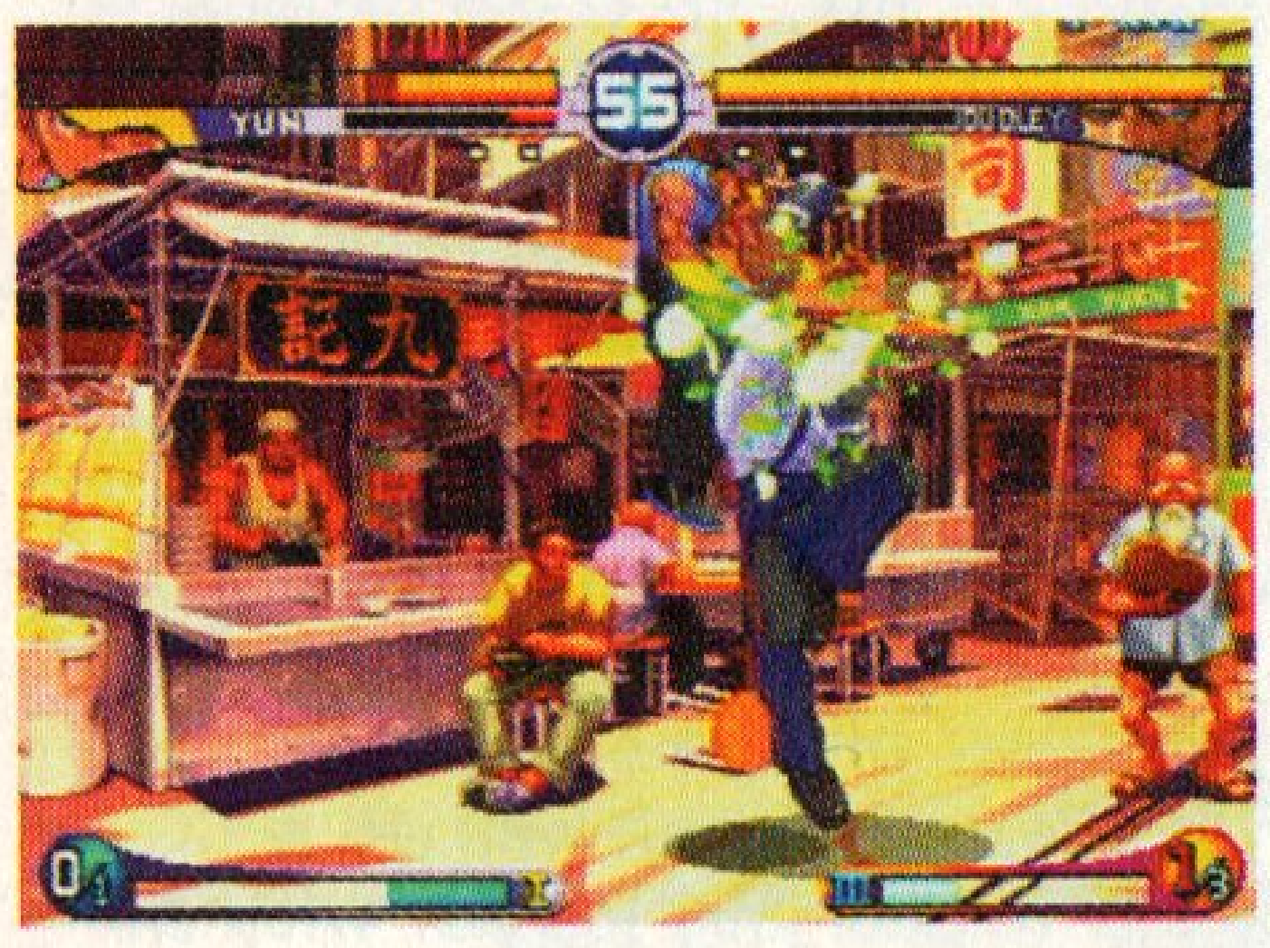
STREET FIGHTER ALPHA 3

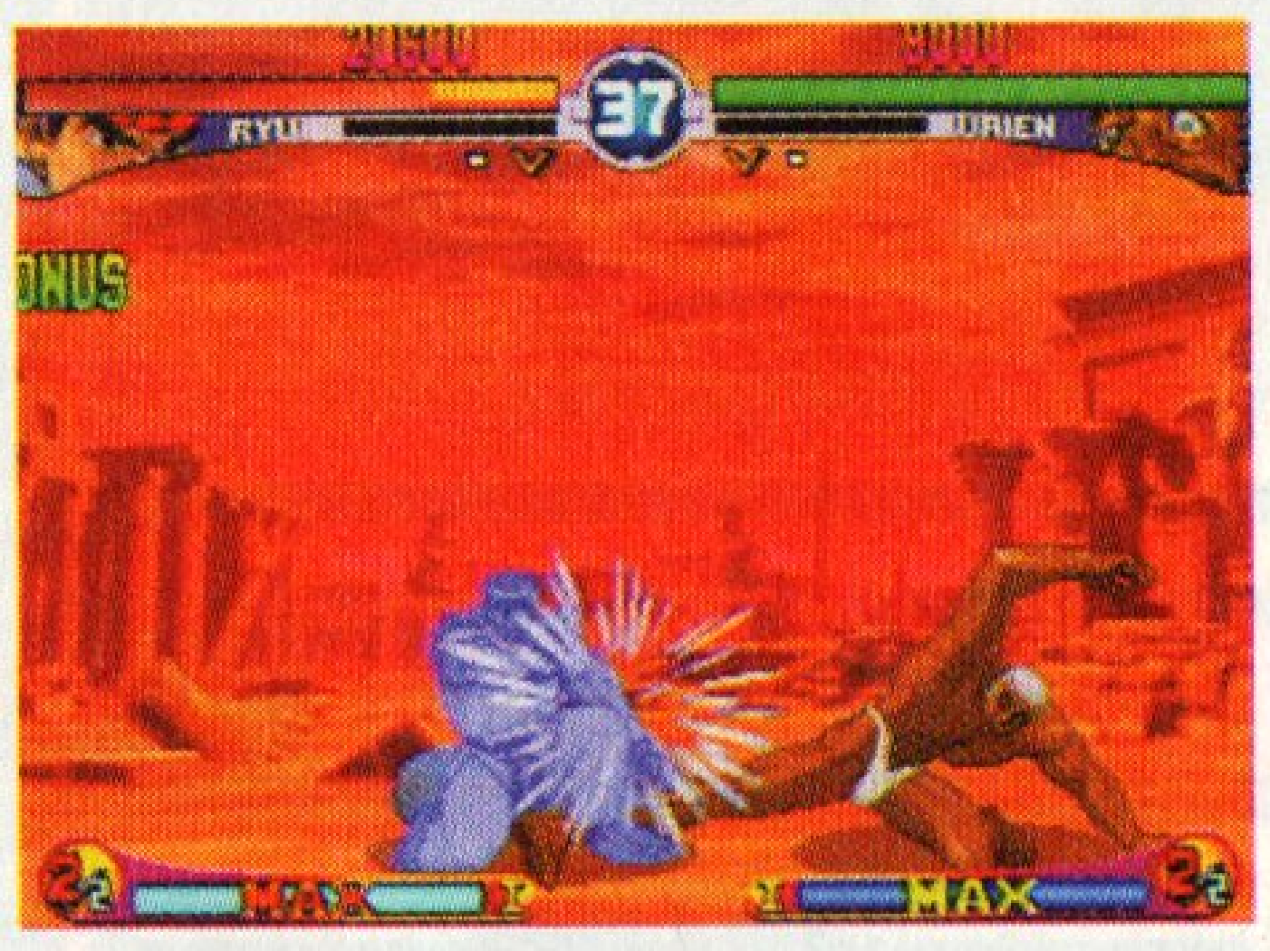






NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!





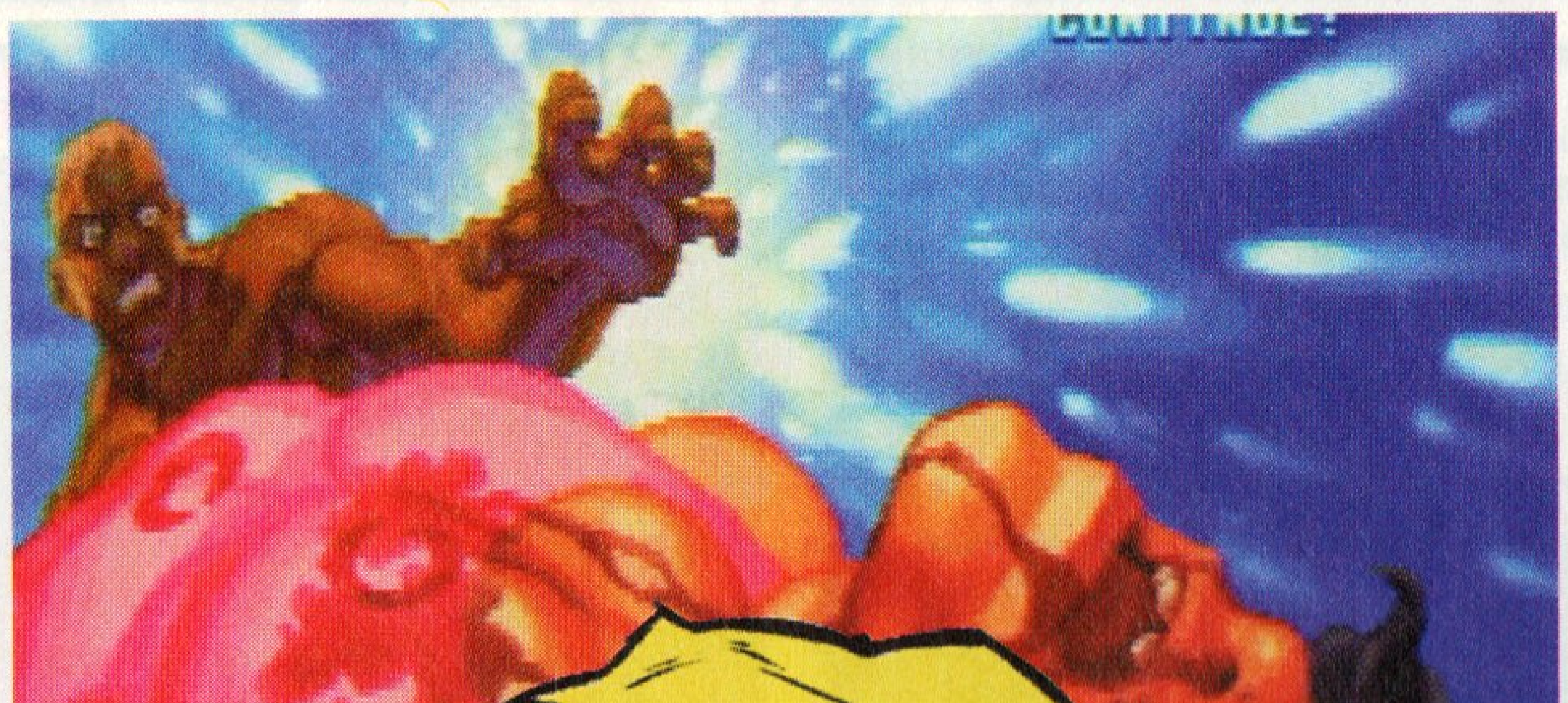
Capcom have always been keen to spread their wares around the town, so it's no surprise that they're well up for sprinkling their mighty magic on Sega's pride and joy – the Dreamcast. The first outing will be the style clash that is *Marvel Vs Capcom* and before Christmas you'll be able to slap the third installment of the back street brawling into your 128-bit machine.

We finally have a console that can step up to an arcade cabinet and hold its own, and this should mean that *SFA3* will be the bestest conversion in the world, ever. The action has always been quite nippy, but now the beatings will be ballistic. The series' look has always been mighty fine, but now Capcom have got hold of a new technique called 'analogue processing' which will offer more realistic and detailed motion.

Capcom's king of fighters has always had a hard core of fans, but recently it has been slightly overshadowed by the 3D wholeness of *Tekken* and *Soul Calibur*. Basically, it looked kind of flat. But with 2D scraps comes a pure and unique strain of gameplay and tactics that can be picked up in seconds but takes years to master. It is this addictive quality, plus the frantic action that maintains the mileage in the franchise that has been with us all the way to the nineties.

ENDED!

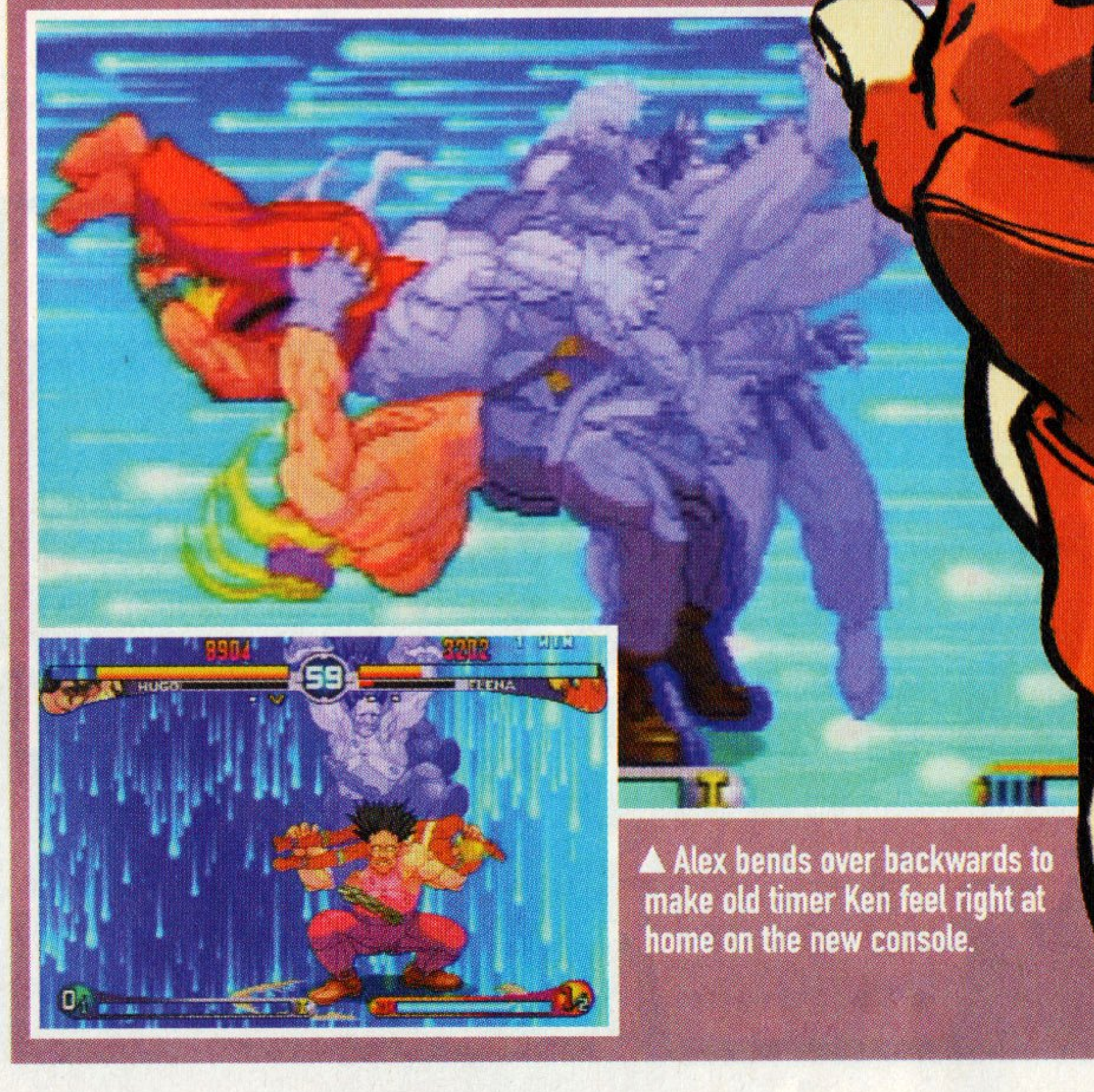
It may not have joint-locking, bone-breaking 3D grappling, but don't worry pop kids, it still has images of the mashed up faces of the losers for you to be slightly repulsed by. Massive!



Your time has come evil finger!

FINISHED!

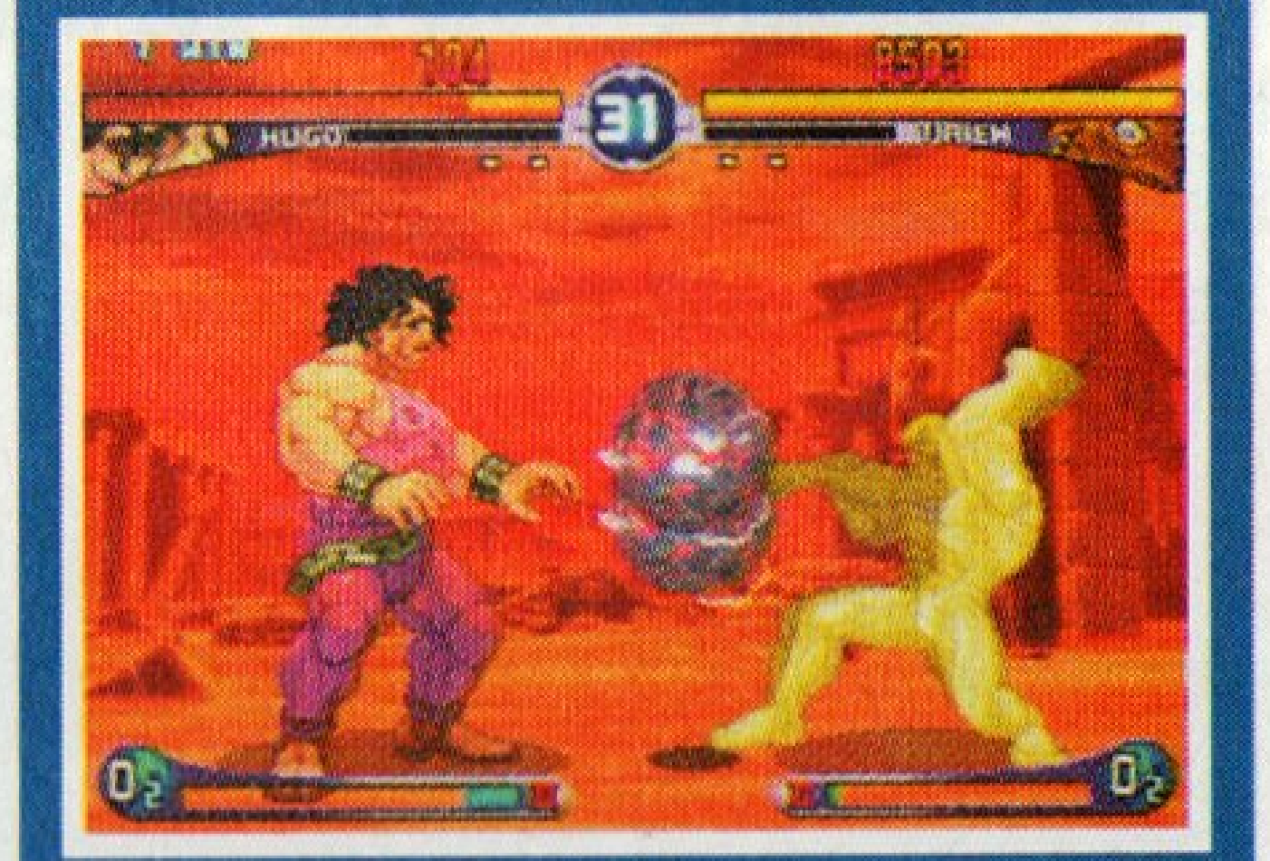
The 2D renders are dandy. The fighters are looking particularly dishy today, but you'll really wet your pants when it's finishing move time. Then it's all blue. It's over. Just leave it. He's had enough...



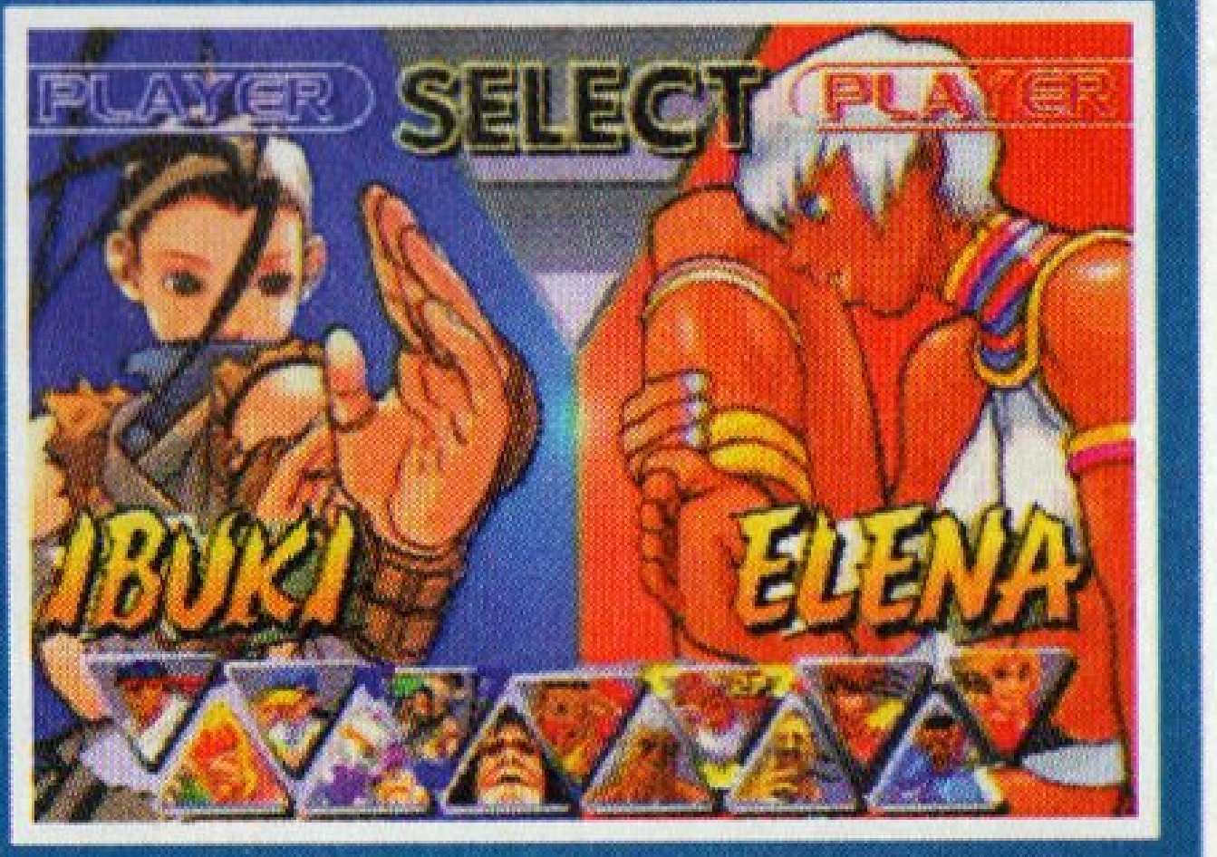
▲ Alex bends over backwards to make old timer Ken feel right at home on the new console.

MIXED!

Ken and Ryu are still keeping their end up despite their age, while yet more faces come and go. Here are the latest newcomers.



▲ Hugo's bad hair day gets even worse as he falls foul of Urien's emission.



▲ Ibuki and her amazingly large hand takes on the lanky bint that is Elena.

GOOD COP BAD COP

+ It's *Street Fighter* riding on the best console you can get your hands on.

– May not impress the growing masses who now fear sequels.

WHERE IT'S AT

Capcom and Sega will have to get *Marvel Vs Capcom* out of the way before they slap this out.

We'll continue our top Dreamcast coverage and rustle up a review before the year is out.

SEGA

Luxuries:

1. Bread
2. *Water*
3. Air

Essentials:

1.

SEGA
Dreamcast
SONIC ADVENTURE

2.

Dreamcast
SOULCALIBUR
namco

3.

Dreamcast
SEGA RALLY 2
SEGA RALLY
CHAMPIONSHIP
Alitalia
LANCIA
SEGA

Life is about priorities. Dreamcast, the world's most powerful games console, is here. So are 3 of the finest software titles ever created. Sonic Adventure, Sega Rally 2 and SoulCalibur are just part of a strapping software line-up, with new games released every week. Turn off your heating. Have your stomach stapled. Play on your Dreamcast.

Dreamcast

Up to 6 billion players

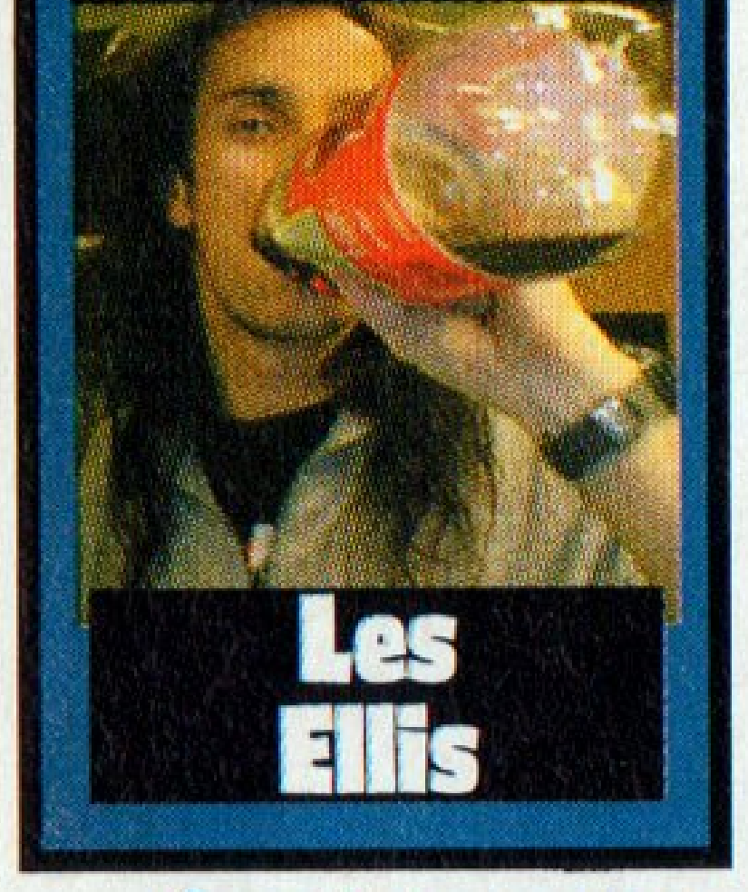
www.dreamcast-europe.com
Dreamarena

The titles listed above are the copyright of the following companies: Sega Europe Ltd, Namco.
Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd.

DATA ▶ FORMAT PREVIEWED: PC **PRICE:** £35 **OUT:** NOVEMBER

PC

Previewer



Les Ellis

If your idea of a fairground adrenaline rush is more than bumper cars or a Waltzer then you had better fasten your safety belt for this latest vomit inducer from Bullfrog.

THEME PARK WORLD

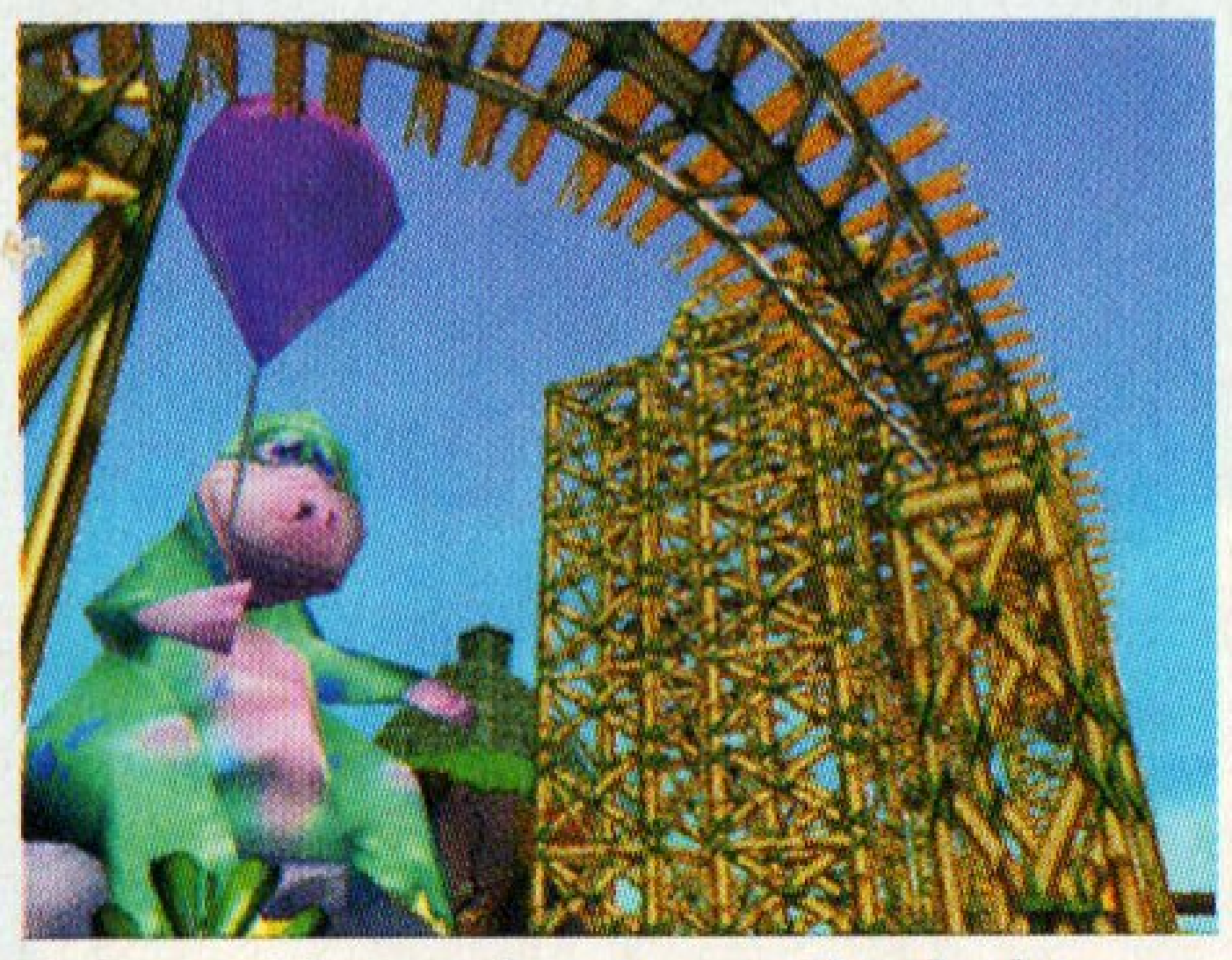
NEW GAME! ☐ FIRST SHOTS! ☐ NEW GAME! ☐ FIRST SHOTS!

Until recently I was one of those sensible people you saw standing by rides waiting for their green-faced mates to get off. Never saw the fascination of being thrown around and pulling the kind of Gs reserved for pilots.

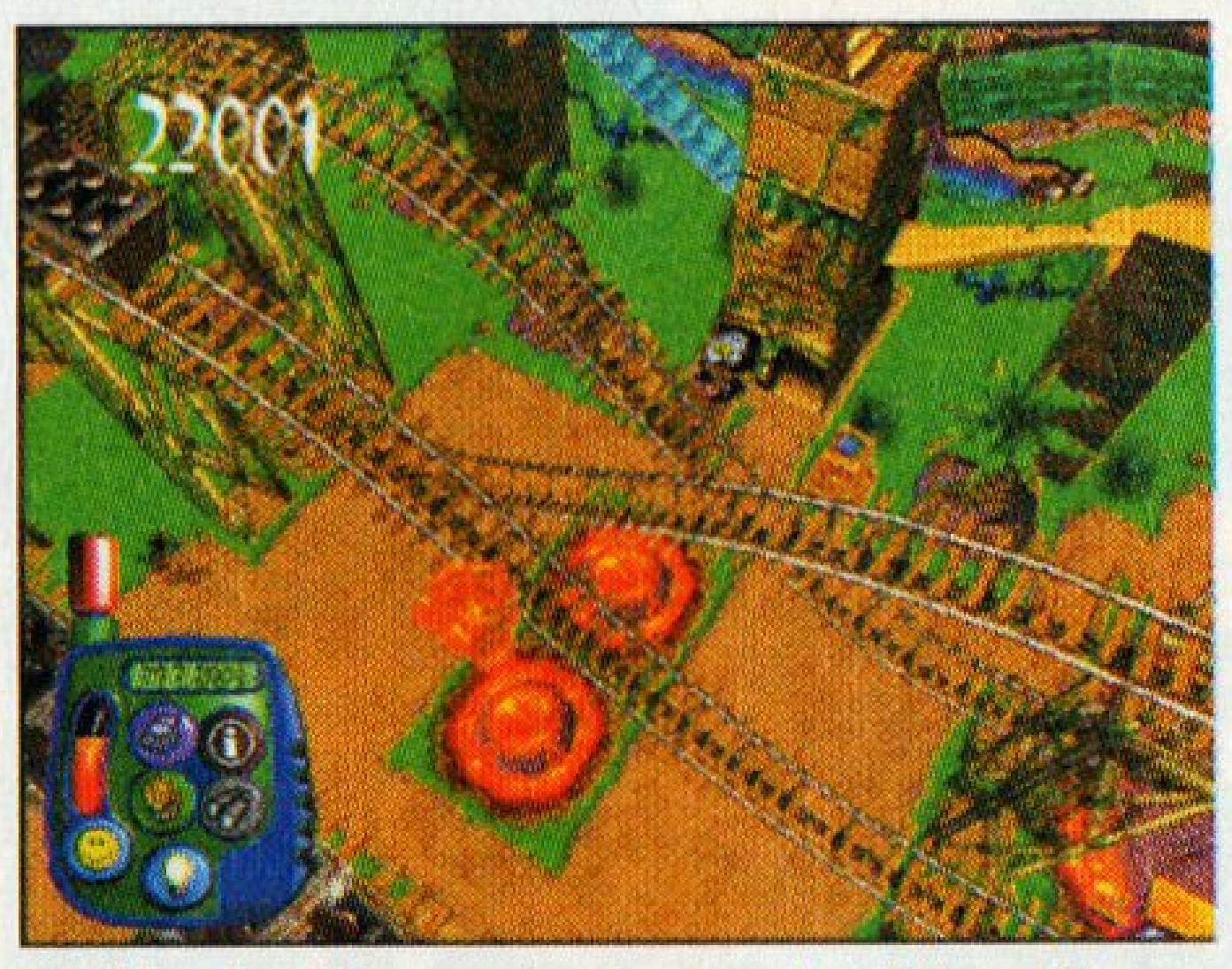
But now, after being persuaded/forced to go on a few rides at a torture camp/theme park, I'm hooked (I'll get you for that Ms Jones). And now I have another chance to induce copious amounts of vomiting on the visitors to my newly designed parks thanks to Bullfrog's sequel to the ever popular *Theme Park*. Build parks, design sickening rides and make Alton Towers seem like a kid's adventure playground. So roll up, roll up. Get ready for the chunder express!

CALLOUS COASTERS!

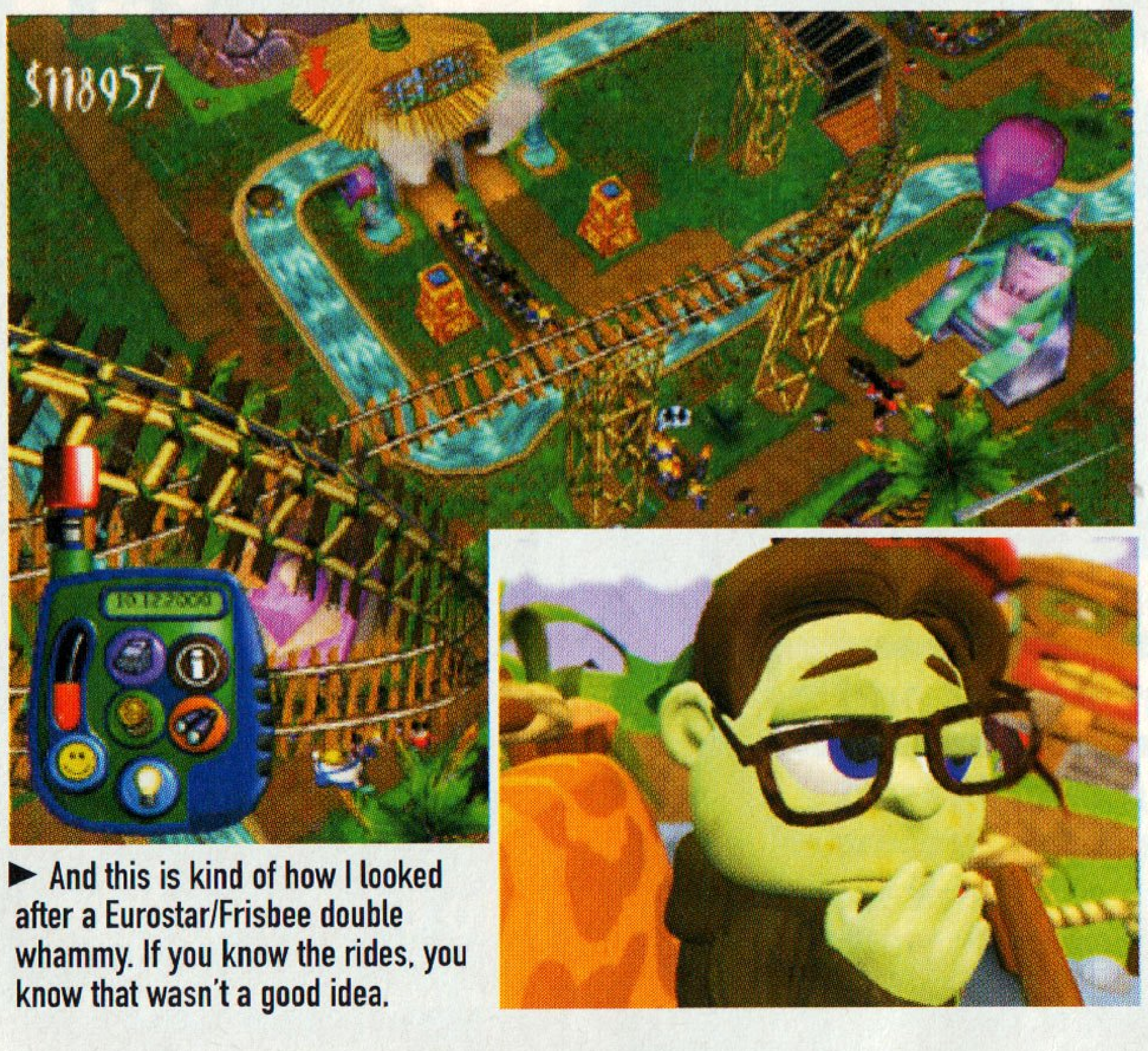
Build a thick track, hoist it up 200ft in the air and throw people around it in dodgy cars at 100mph. A recipe for adrenaline rushes, plenty of puking and loads of cash!



▲ Does this wooden contraption look safe to you? Didn't think so.



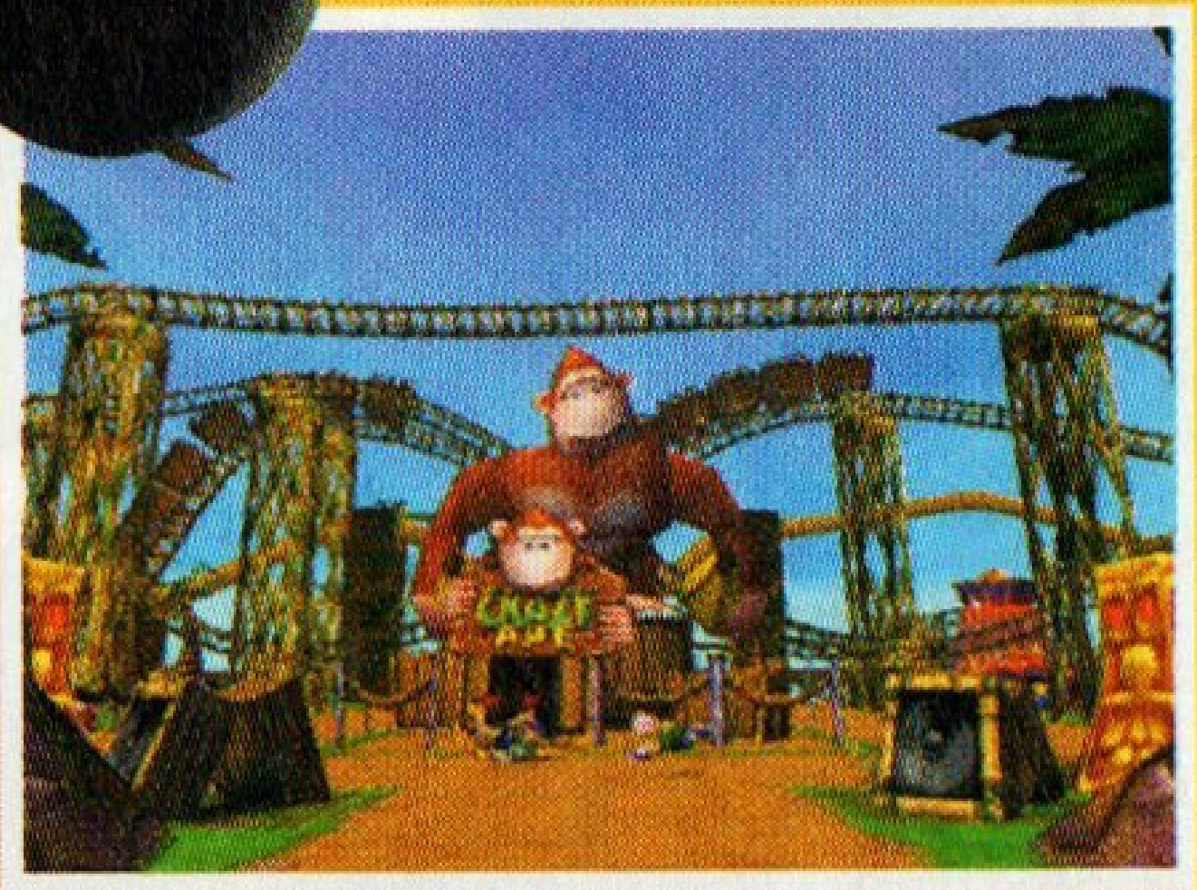
▲ It looks like a steely spaghetti junction. Hope the signalman's fast.



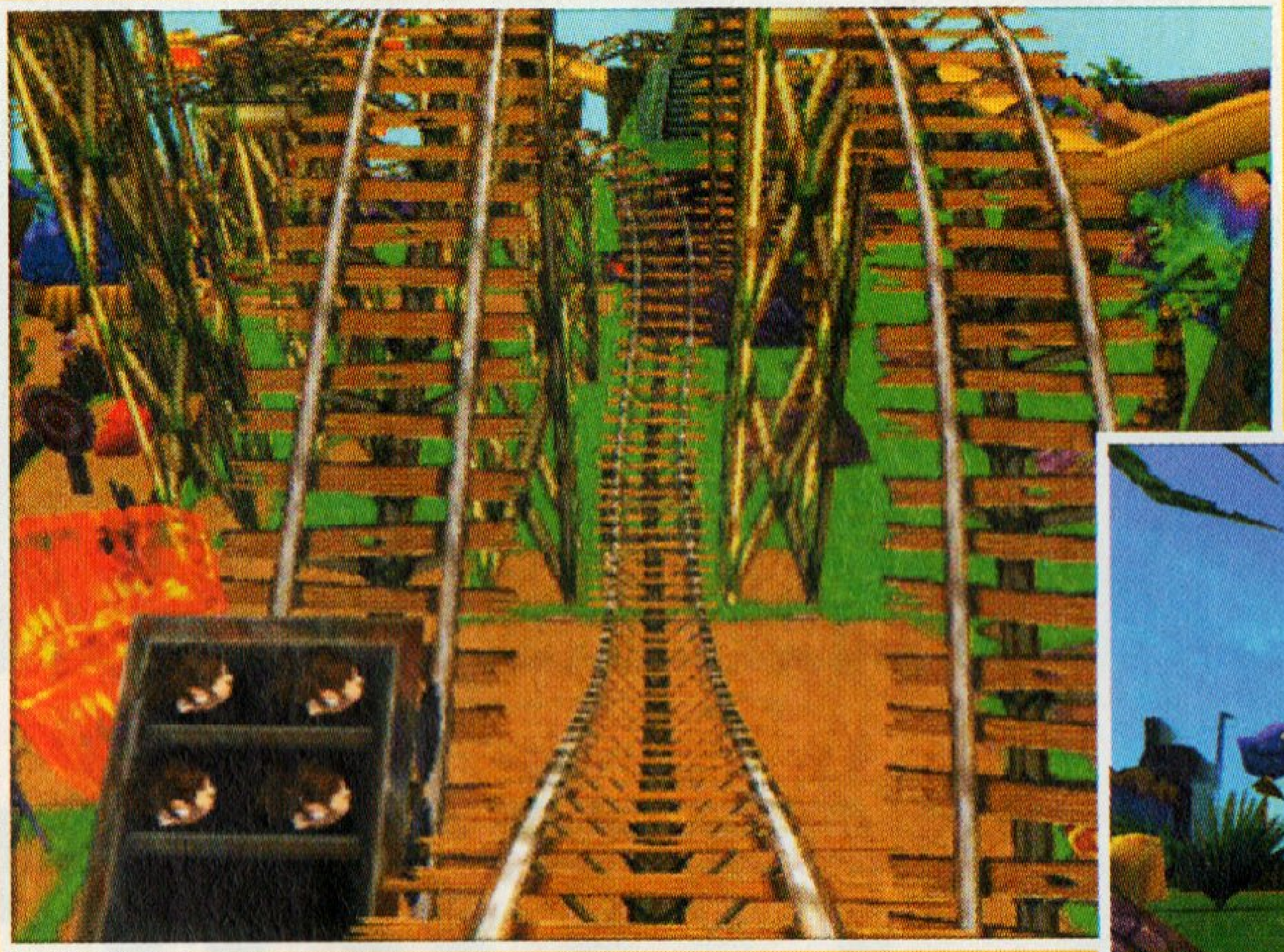
► And this is kind of how I looked after a Eurostar/Frisbee double whammy. If you know the rides, you know that wasn't a good idea.

3D PUKE INDUCER!

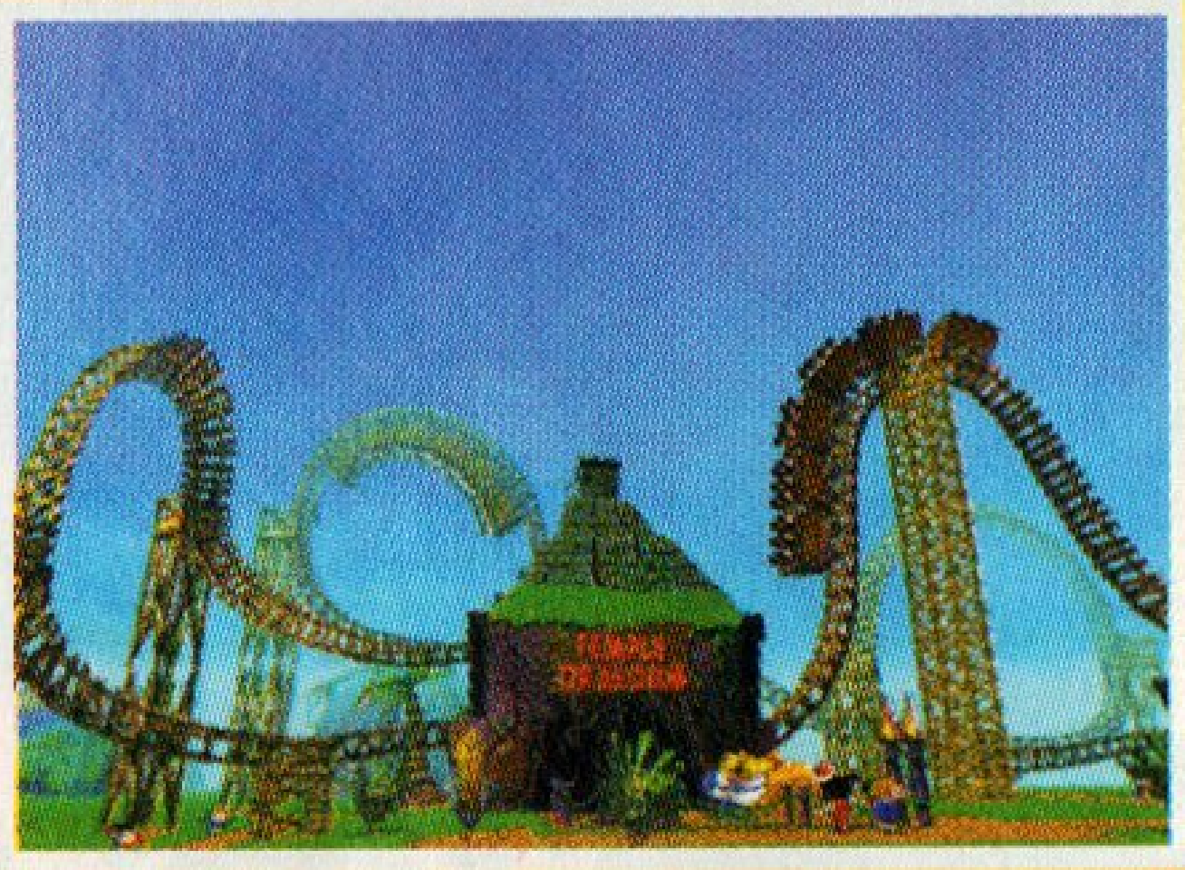
After you've designed the ride of your dreams (or your nightmares) you can sit back and watch the punters test their intestinal fortitude on it. But that's for wimps. What you really want to do is flip to 3D mode and have a go yerself.

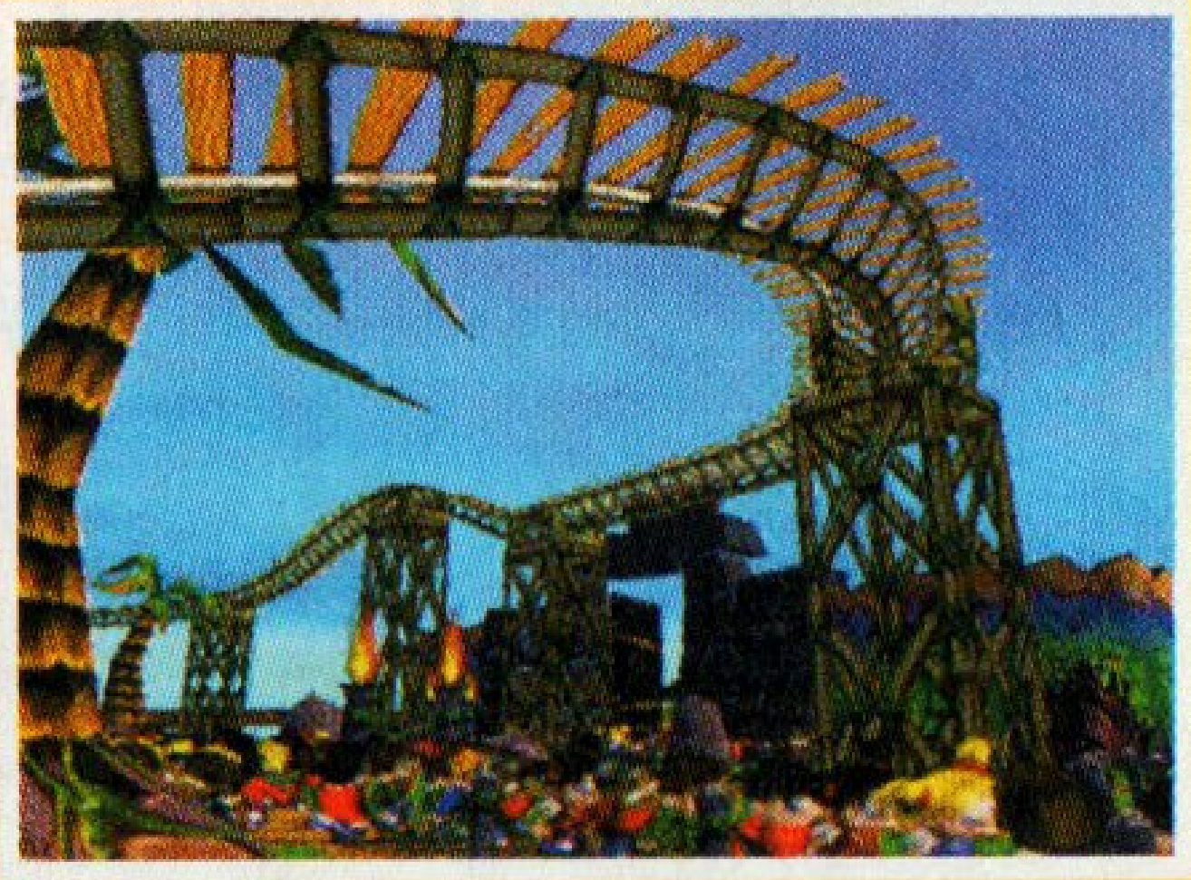


▲ Rides like these never look that bad when you're walking towards them. It's only when you're up close you worry.

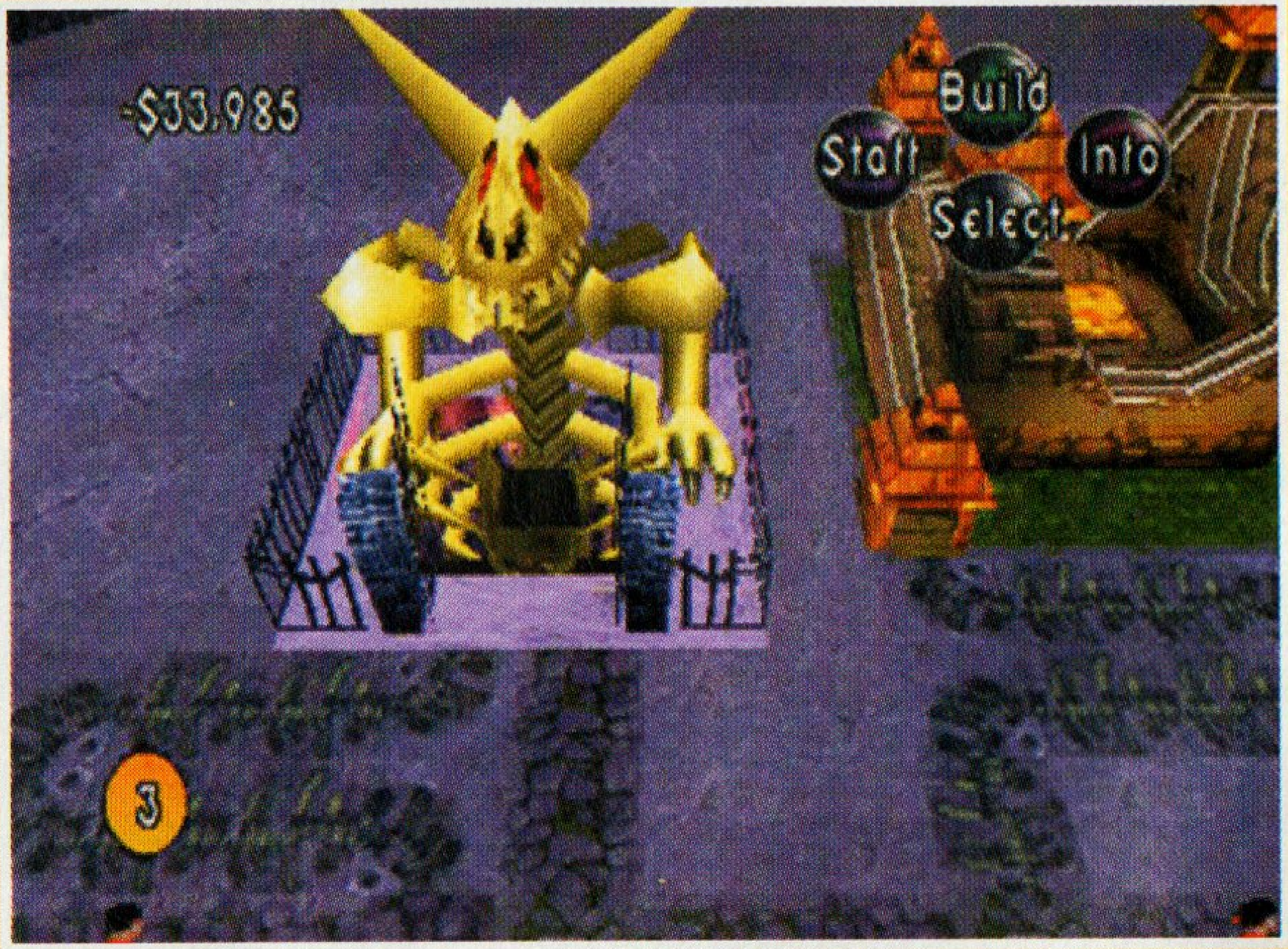


▲ Feel that lump in your throat? That's you about to chuck when you hit this slope that is. Stop, I wanna get of nowwwwww...





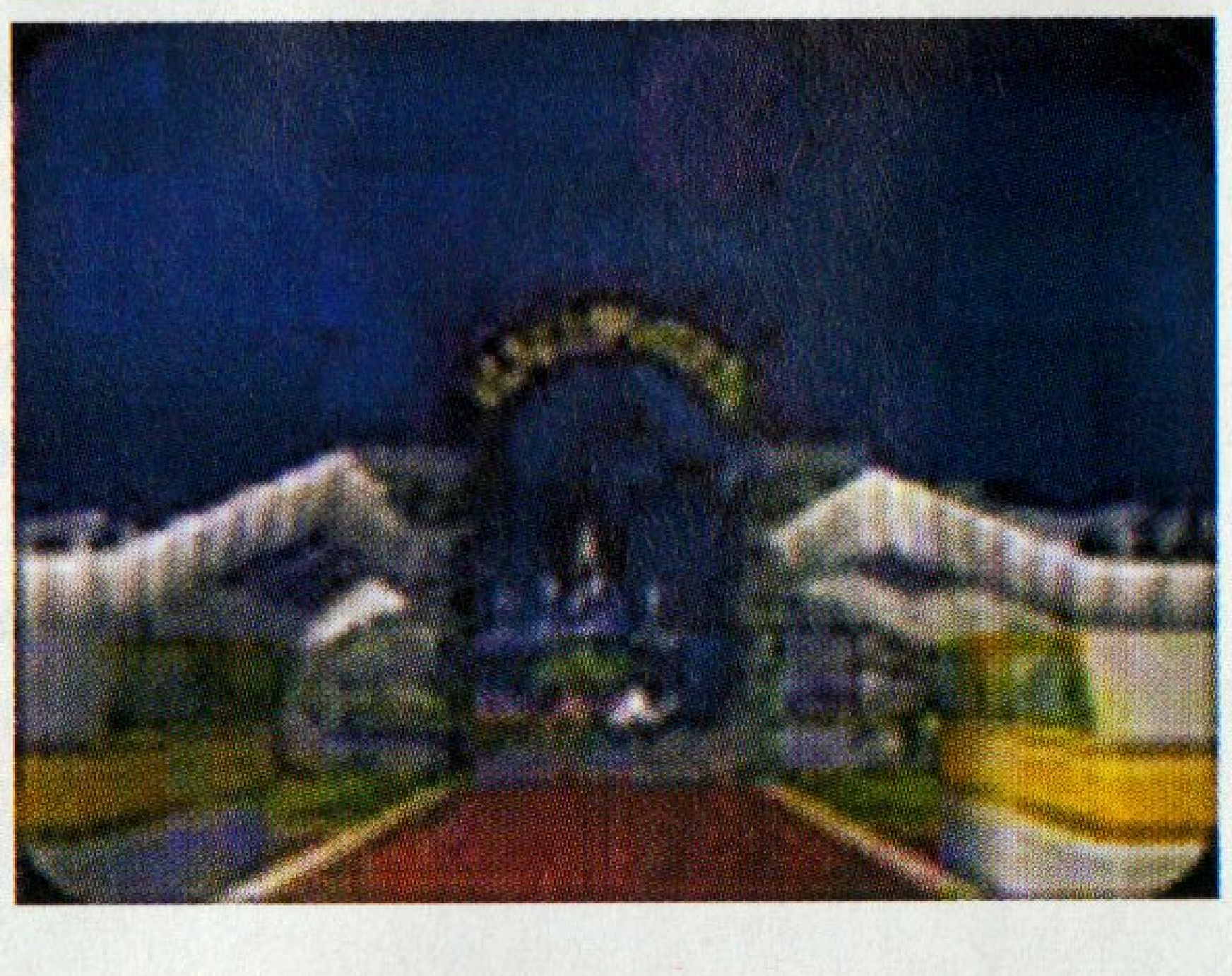
▲ High G corners make it feel even worse. And as for going upside down, ugh.



▲ But you've only yourself to blame. You built the damn thing so if it makes you feel sick it's your fault. Your punters will have a great time on it mind.

GOLDEN SHOT!

Achieving goals in *Theme Park World* rewards you with special Golden Tickets. Get enough of these and you unlock various different parks later in the game.



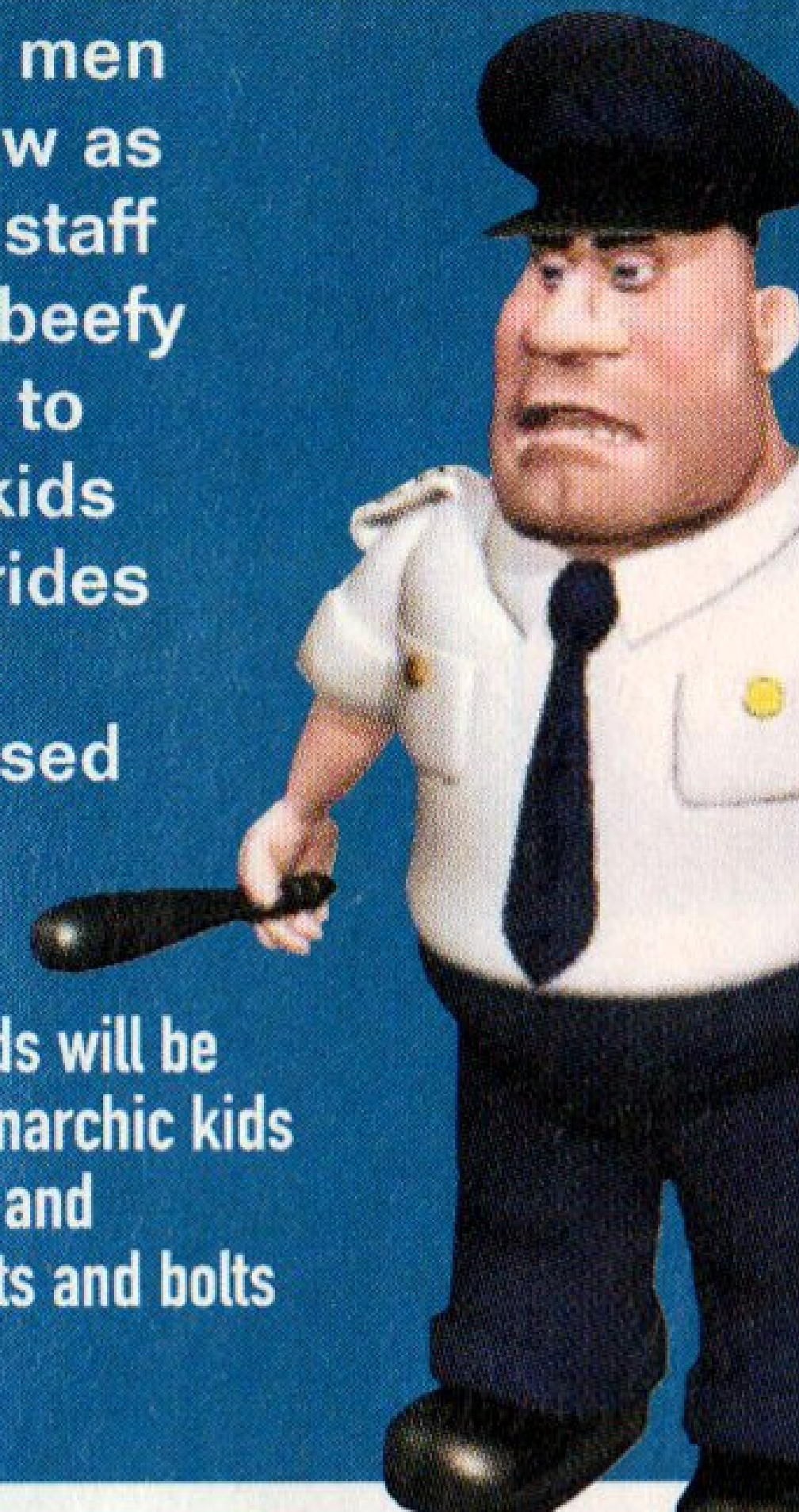
DEVELOPER: BULLFROG
PUBLISHER: ELECTRONIC ARTS

CALL: 01753 549442
PLAYERS: 1

SPECIAL FEATURES: NONE
OTHER FORMATS: PLAYSTATION

THE BOYS ARE BACK IN TOWN!

Cleaners and maintenance men you've seen before. But now as well as conventional staff you can hire big beefy security guards to throw out the kids messing with rides and beating up entertainers dressed as dragons.



► Security guards will be needed to stop anarchic kids annoying people and loosening the nuts and bolts on the rides.

► Mess up your exams and you too could spend your career collecting rubbish in a theme park.

► And I wonder what qualifications you need to do this job? Physics? Maths? Computer Studies? Maybe not.

KIDS STUFF!

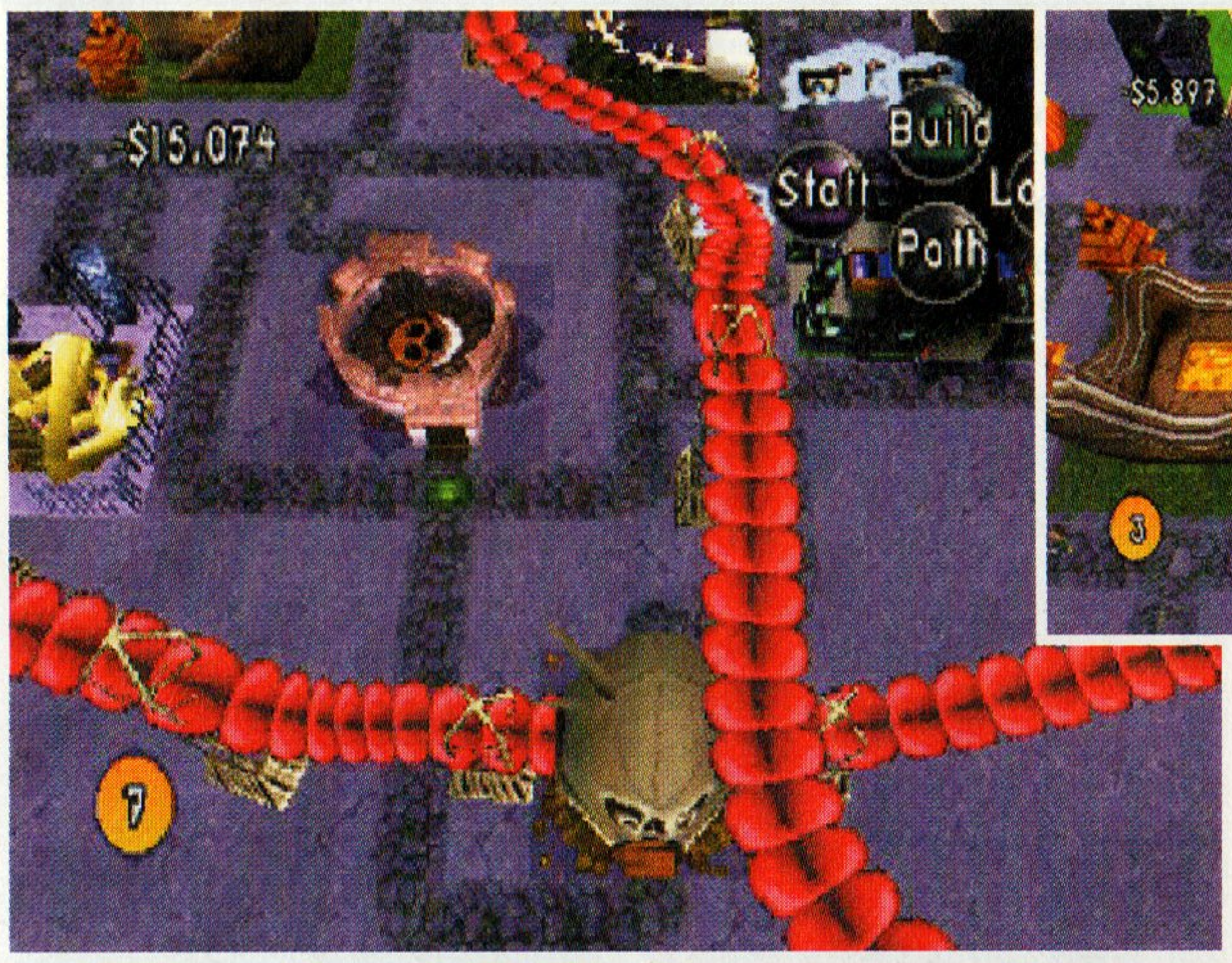
The key to success is to keep the punters happy. If your rides are old and not that exciting, or if your facilities are rubbish, then they'll get grossed out and stay away. So build big rides that defy gravity (and the common sense of the rider) and watch them flock. Remember, big is good.

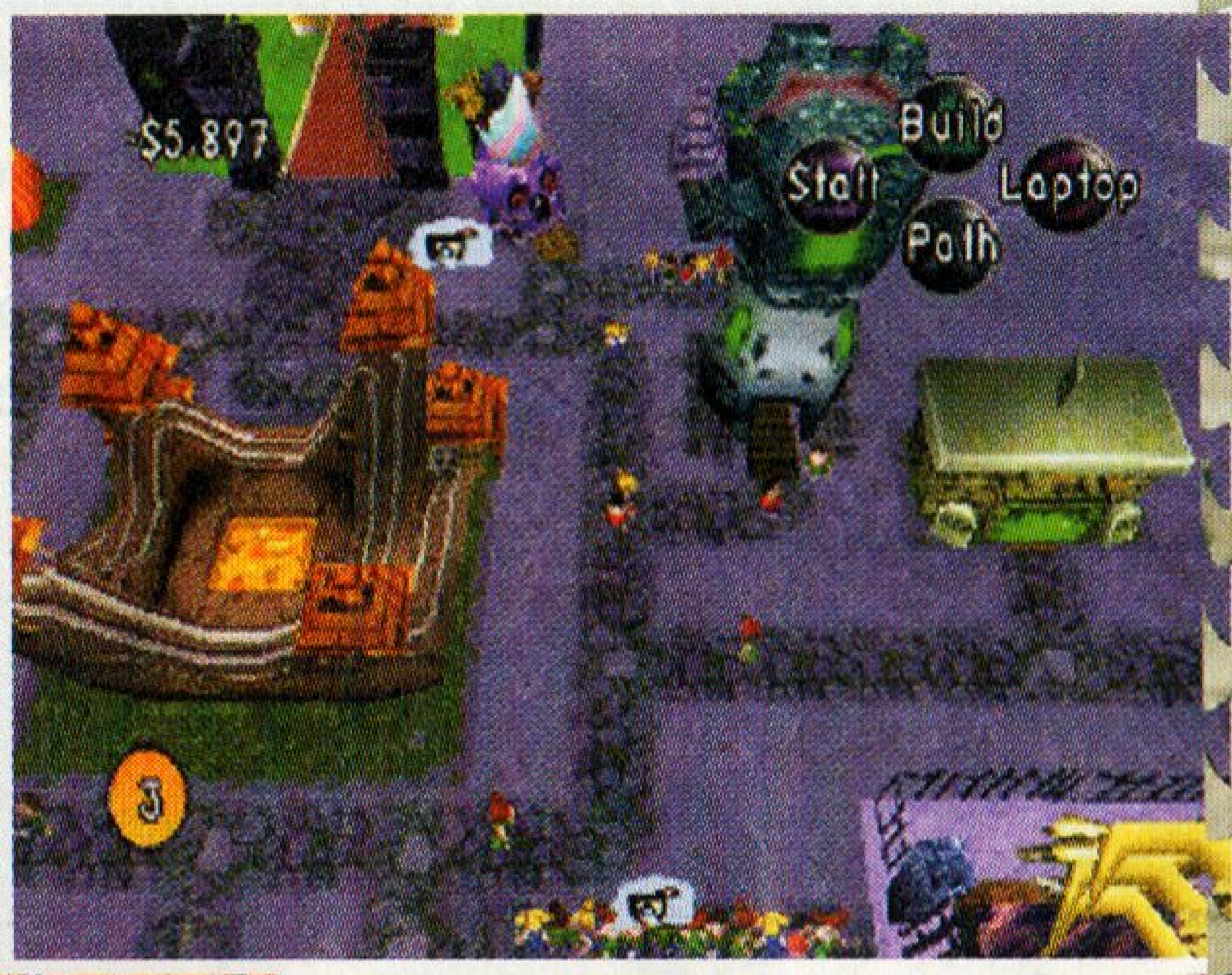
▲ Oh, whatever they went on must have made them feel a bit queasy.

▲ And I guess you could say that they've just enjoyed a ride.

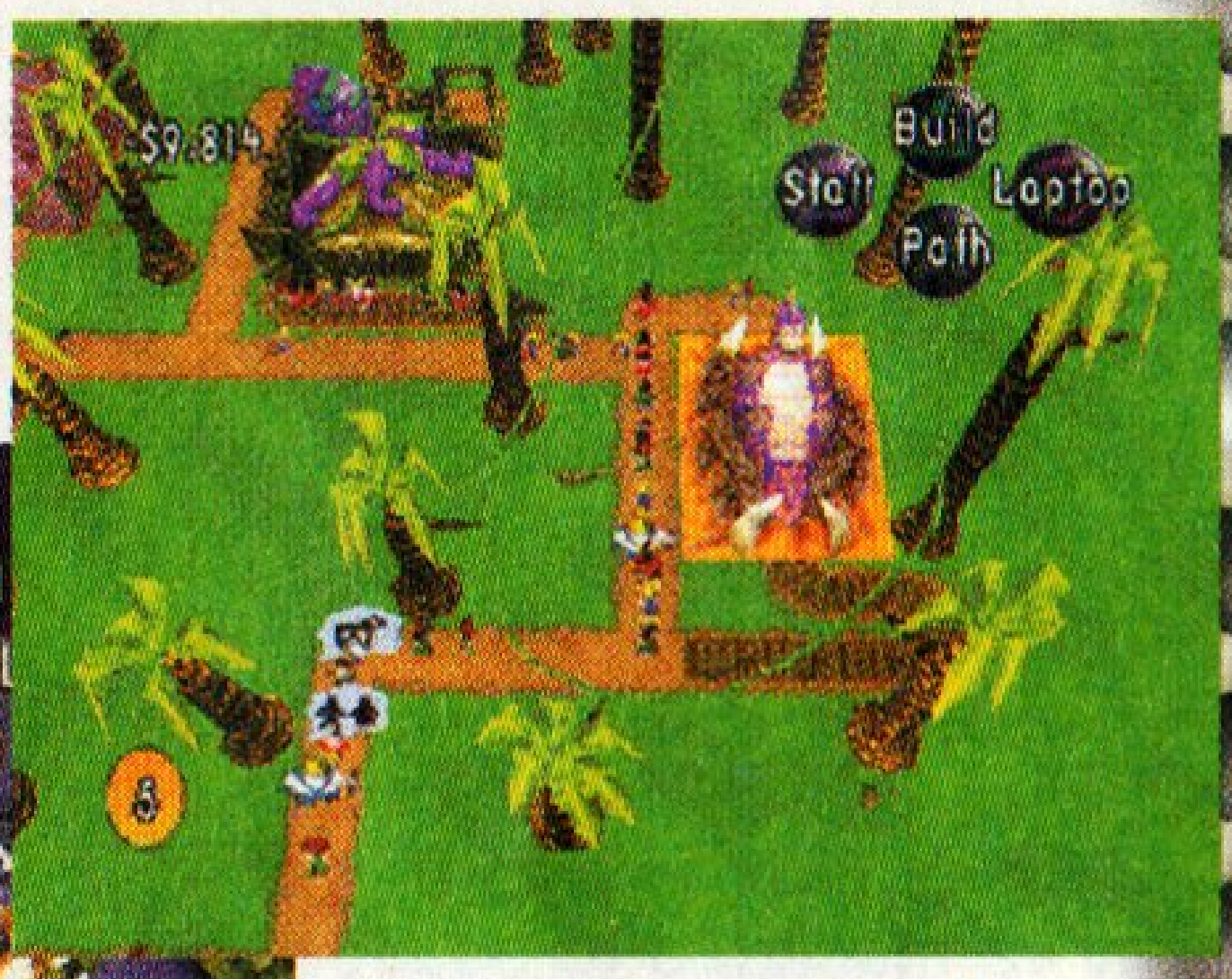
WHO NEEDS ALTON TOWERS?

The levels in *TPW* really put the Theme into *Theme Park*. The rides are designed to fit in exclusively to their parks, so you won't be seeing the same stuff again and again.

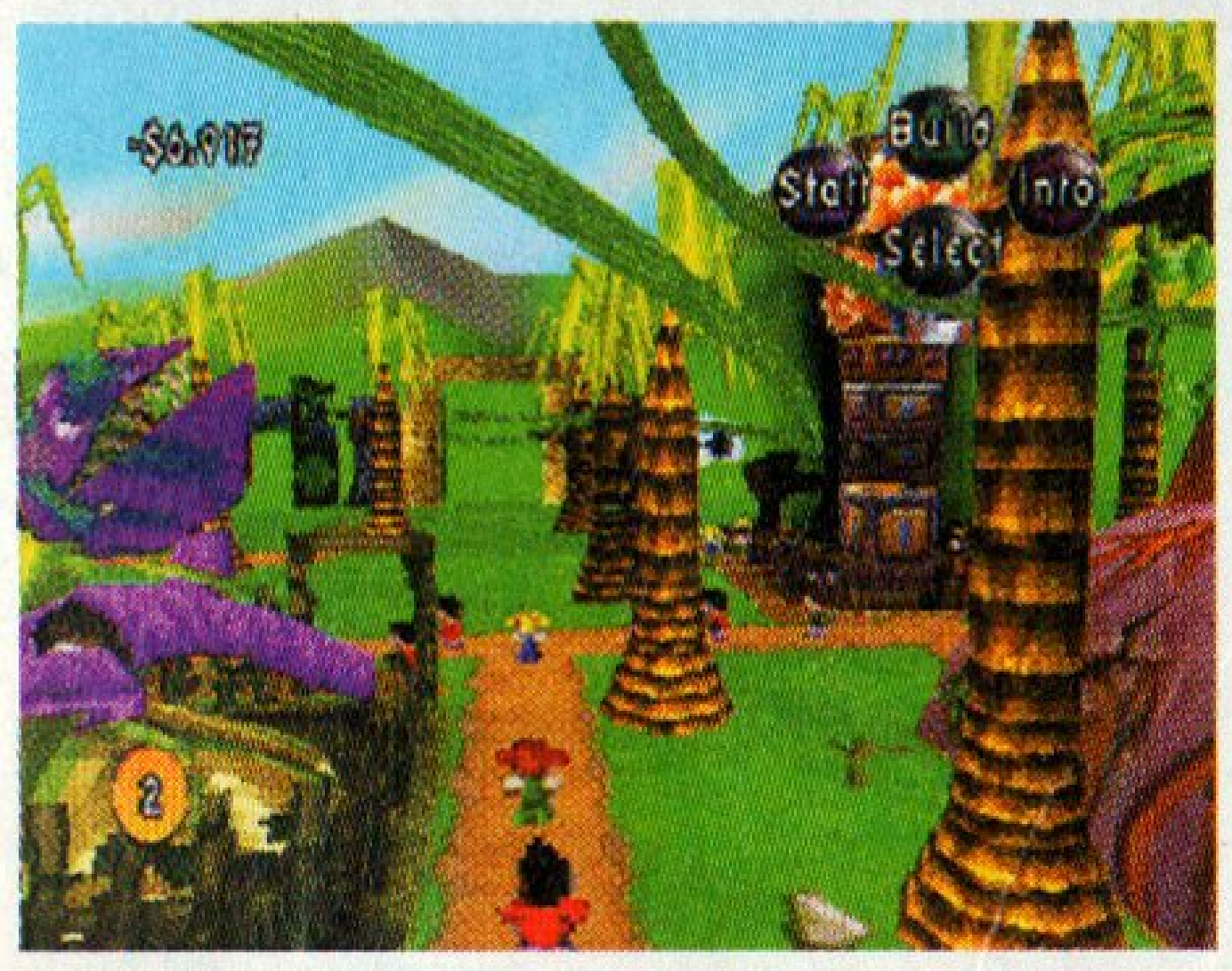




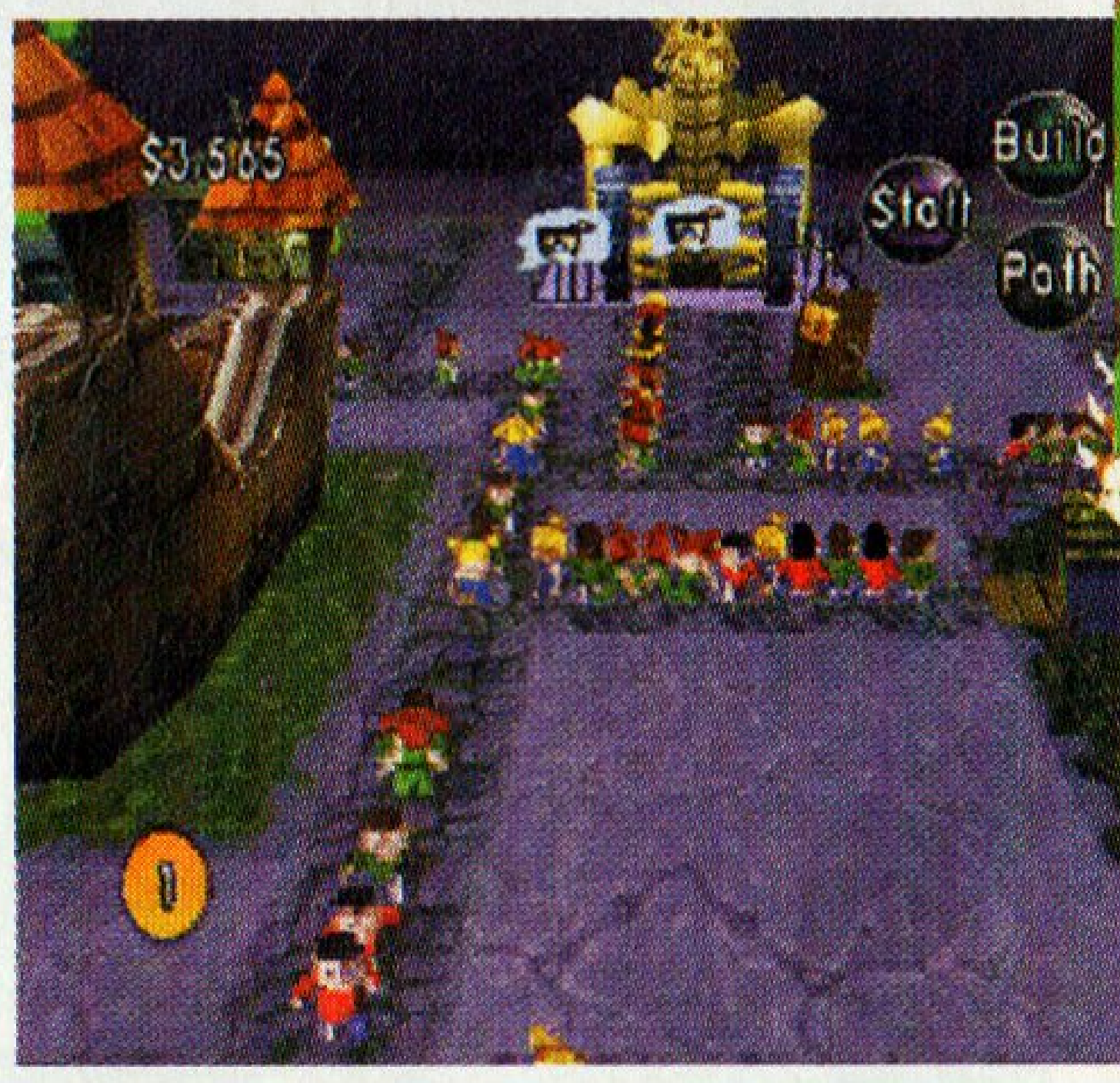
▲ The Nightmare level is predictably grim, but what else would you expect.



▲ Pan out to get he full view of your stylish rides on any level.



▲ All the rides are themed to a specific world, so here everything is just wonderfully, er… Jurassic.



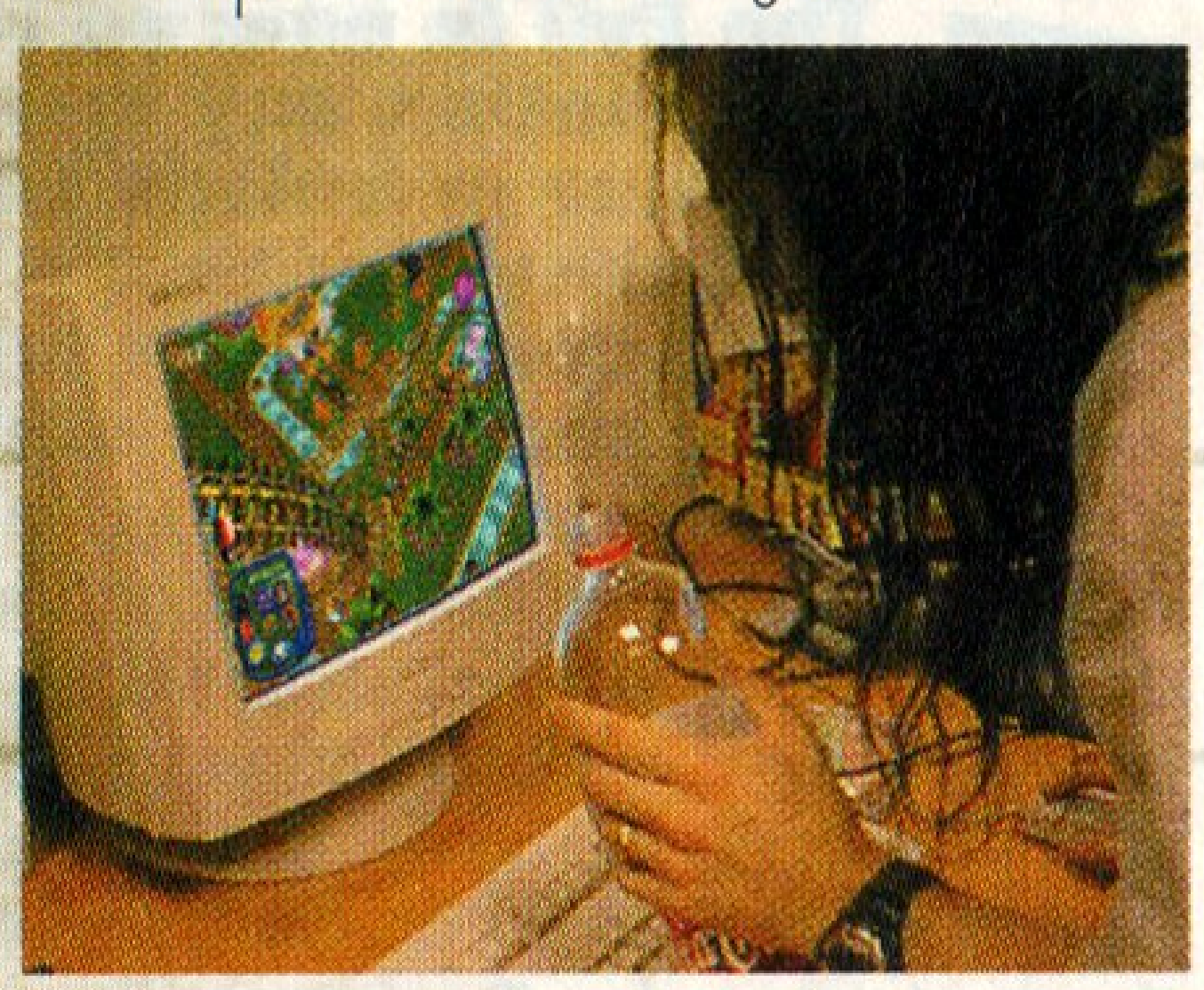
◄ Look at 'em, they're queuing up to try out the latest thrill rides.

FIRST IMPRESSIONS

Brain pleaser? Or stomach churner?

I played the first *Theme Park* a lot and while it was great it suffered from tedious repetitiveness the further you got into it. *Rollercoaster Tycoon*, from Hasbro, addressed a lot of these problems and, as such, has taken over from *Theme Park* as THE ride game. *Theme Park World* is trying hard to take back that lofty position. The big rides are easy to design and look really impressive when they're up and running, especially in the marvellous 3D first-person mode.

The business side doesn't take up too much of your time (unless you want it to) so you spend more time on the design and layout of your park rather than worrying about the ticket concessions and promotions.

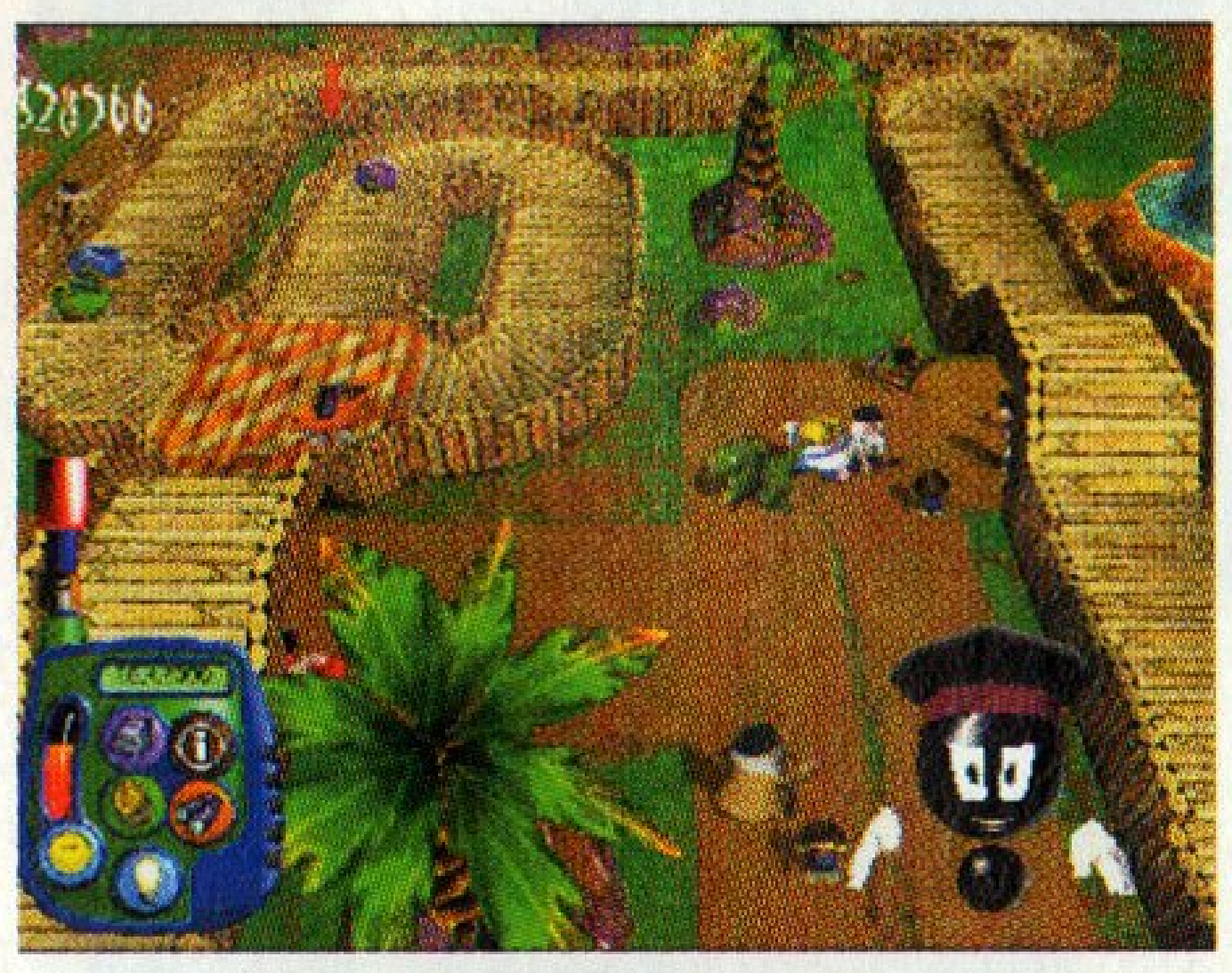


The team are working hard to iron out a lot of the frustratingly annoying quirks of the original game and from what we've seen have managed to get rid of pretty much all of them so far. It all boils down to this actually being fun to play long term rather than just turning into a chore like the original did.

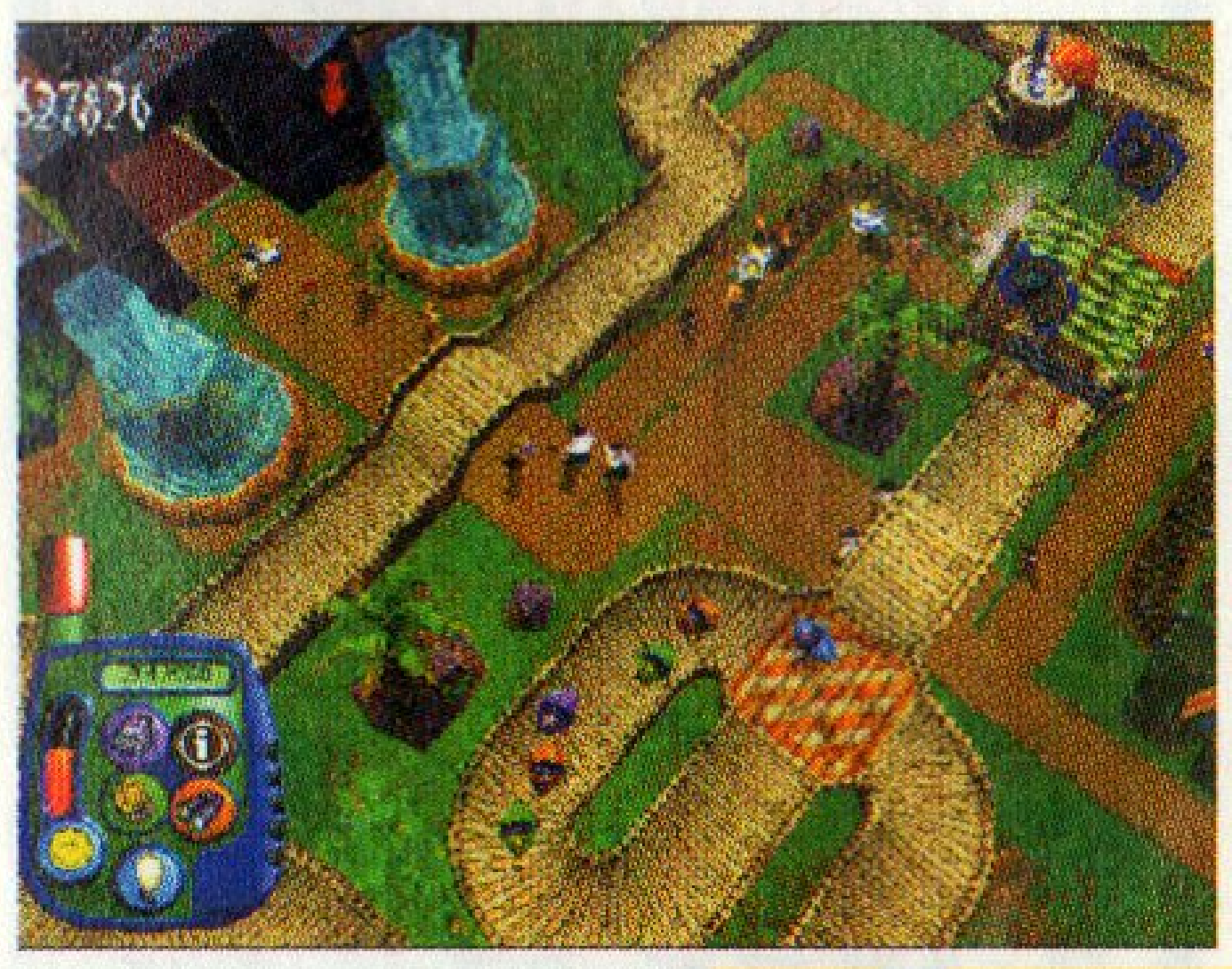
With eye-pleasing graphics and plenty to keep a smile on your face *Theme Park World* is shaping up very nicely indeed. Whether it will have what it needs to depose *Rollercoaster Tycoon* remains to be seen, but we'll know next month when we review this funfair sim.

RIDE 'EM COWBOY!

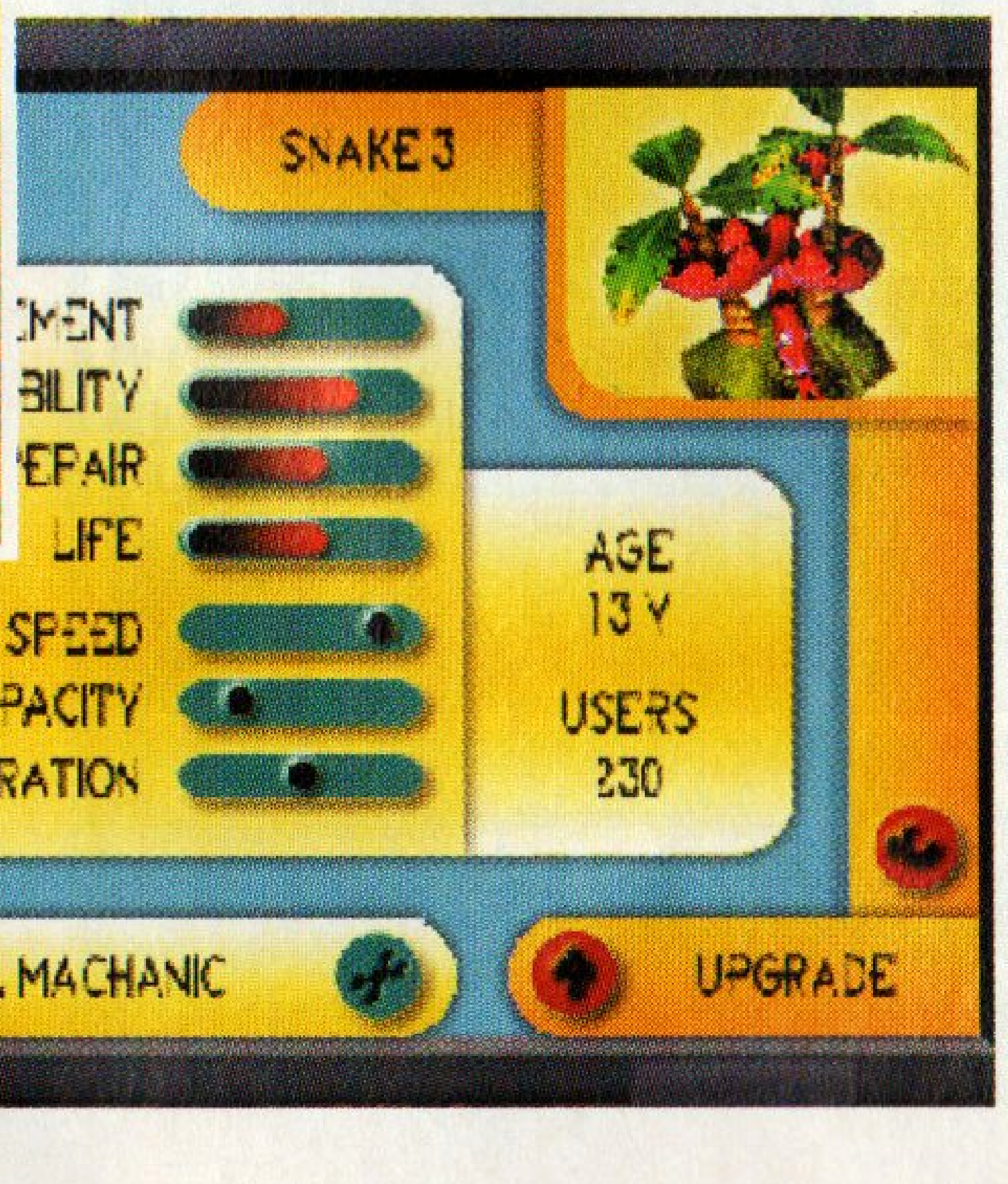
It's not just roller coasters. *Theme Park* world has dozens of ways of separating your visitor's lunches from their stomachs. Log rides, spinners and loads of other forms of torture await your poor unsuspecting guests. Go on, make 'em suffer.



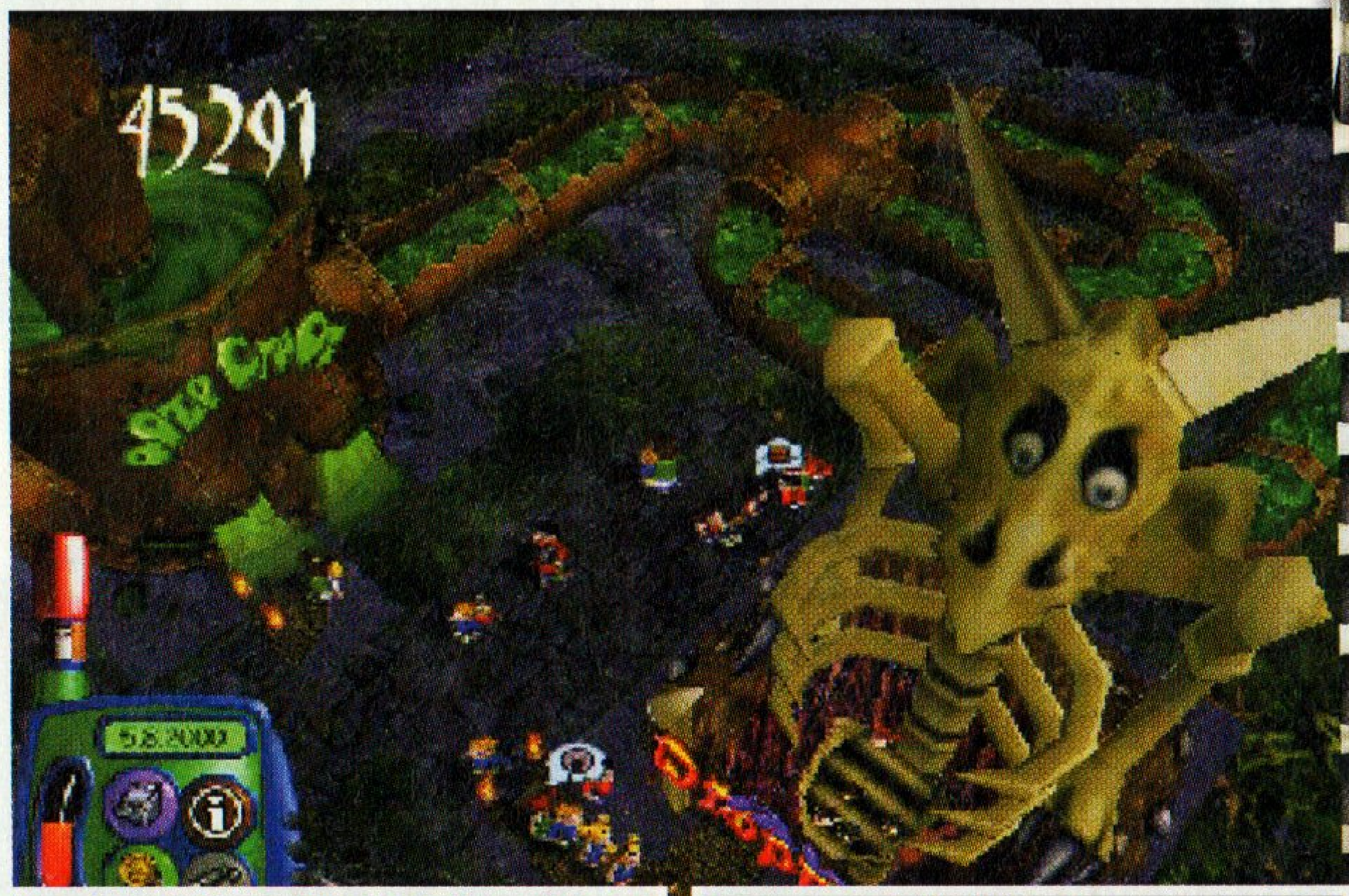
▲ Slow and not much chance of colliding with the car in front but the kids love it.



▲ Liven it up a bit – cut out part of the track for a laugh.



► Or you could always be demonic and up the speed.



GOOD COP BAD COP

+ 3D mode works well and designing rides is great fun. Bodes well.

– Could prove repetitive for the more action-obsessed gamers out there.

WHERE IT'S AT

The PC version is being tweaked while the PSX version is still in the process of being made great.

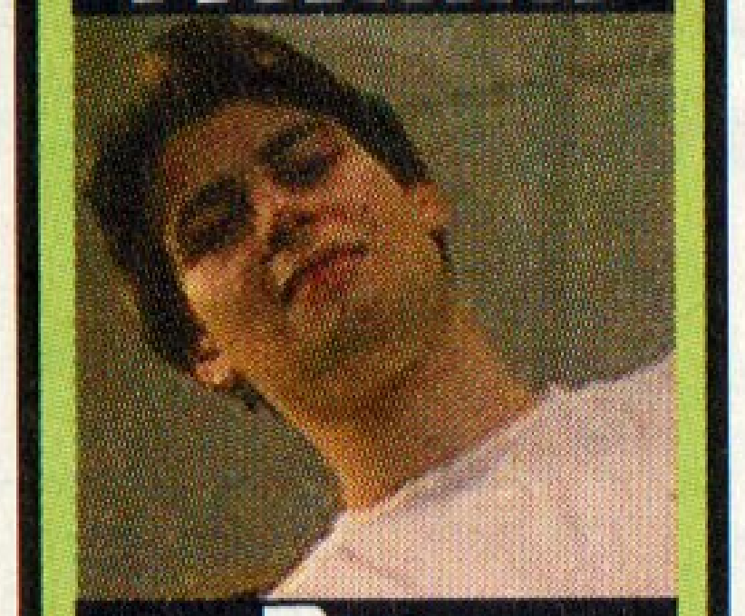
The PC version will be reviewed next month but you'll have to wait until February for the PSX game.

DATA ▶

FORMAT PREVIEWED: GAME BOY COLOUR
PUBLISHER: VIRGIN
OUT: NOVEMBER
CALL: 0171 551 4222
PRICE: £25
PLAYERS: 1
DEVELOPER: HOTGEN
OTHER FORMATS: PSX

GAME BOY COLOR

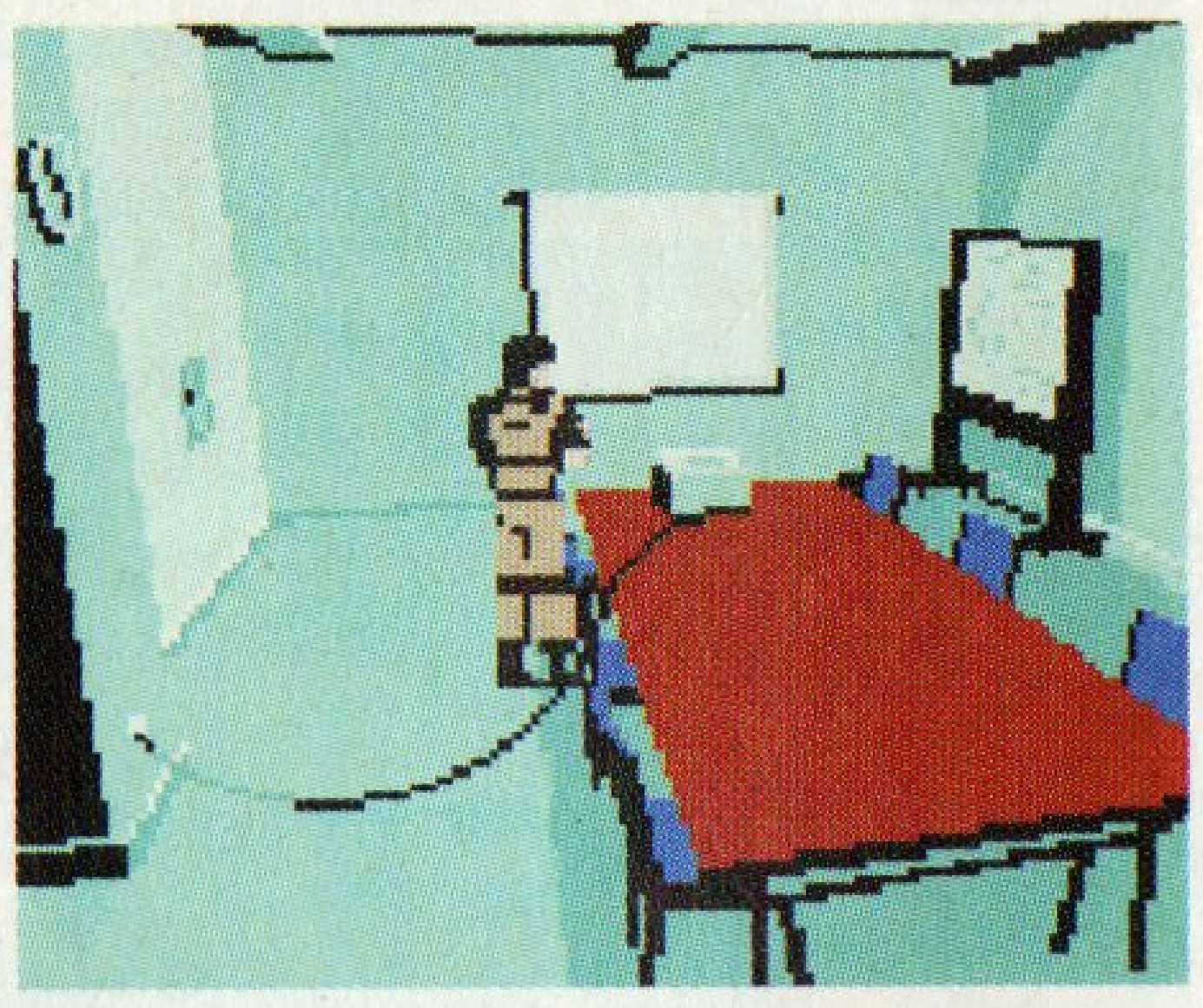
Previewer

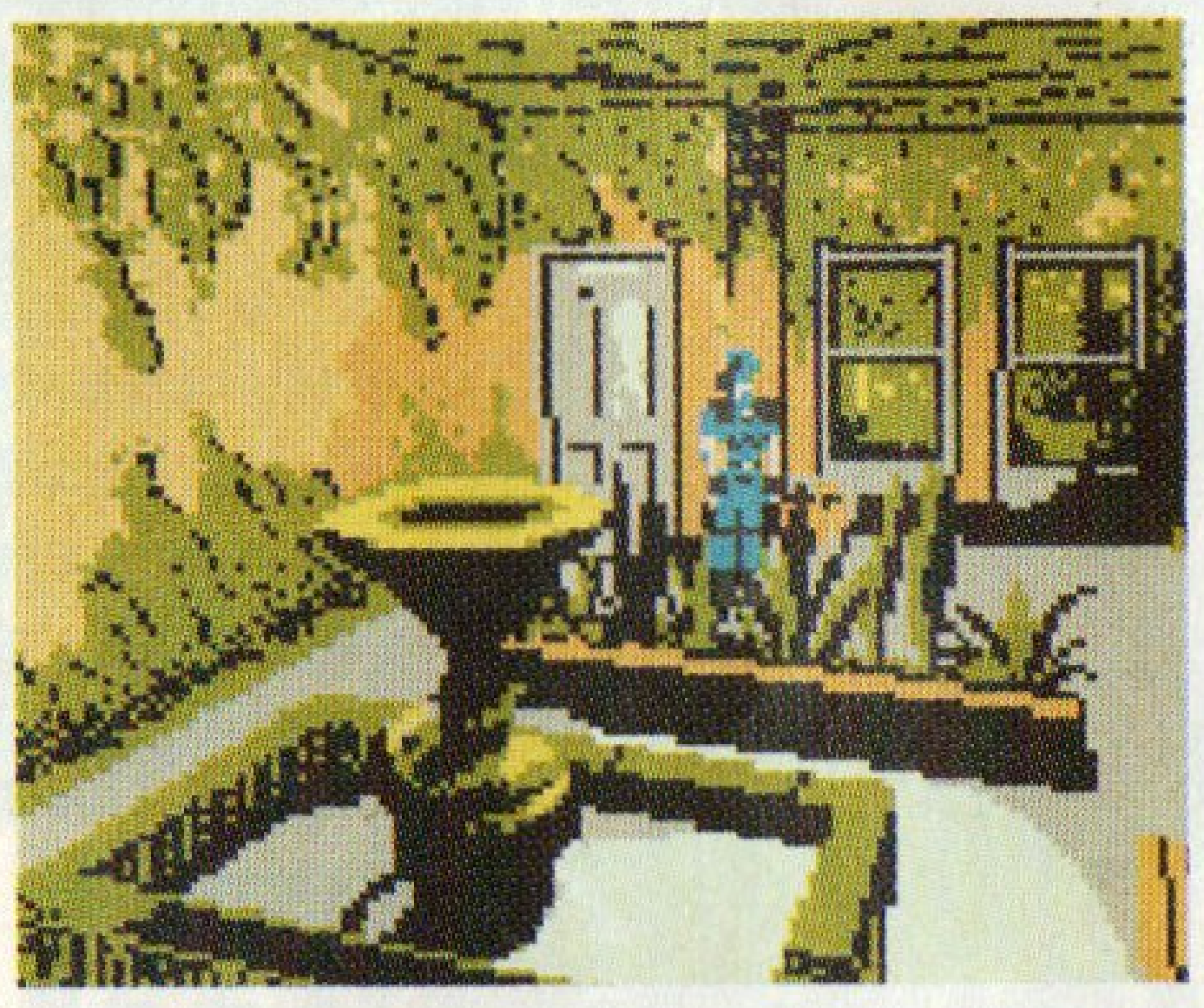


Dave Harrison

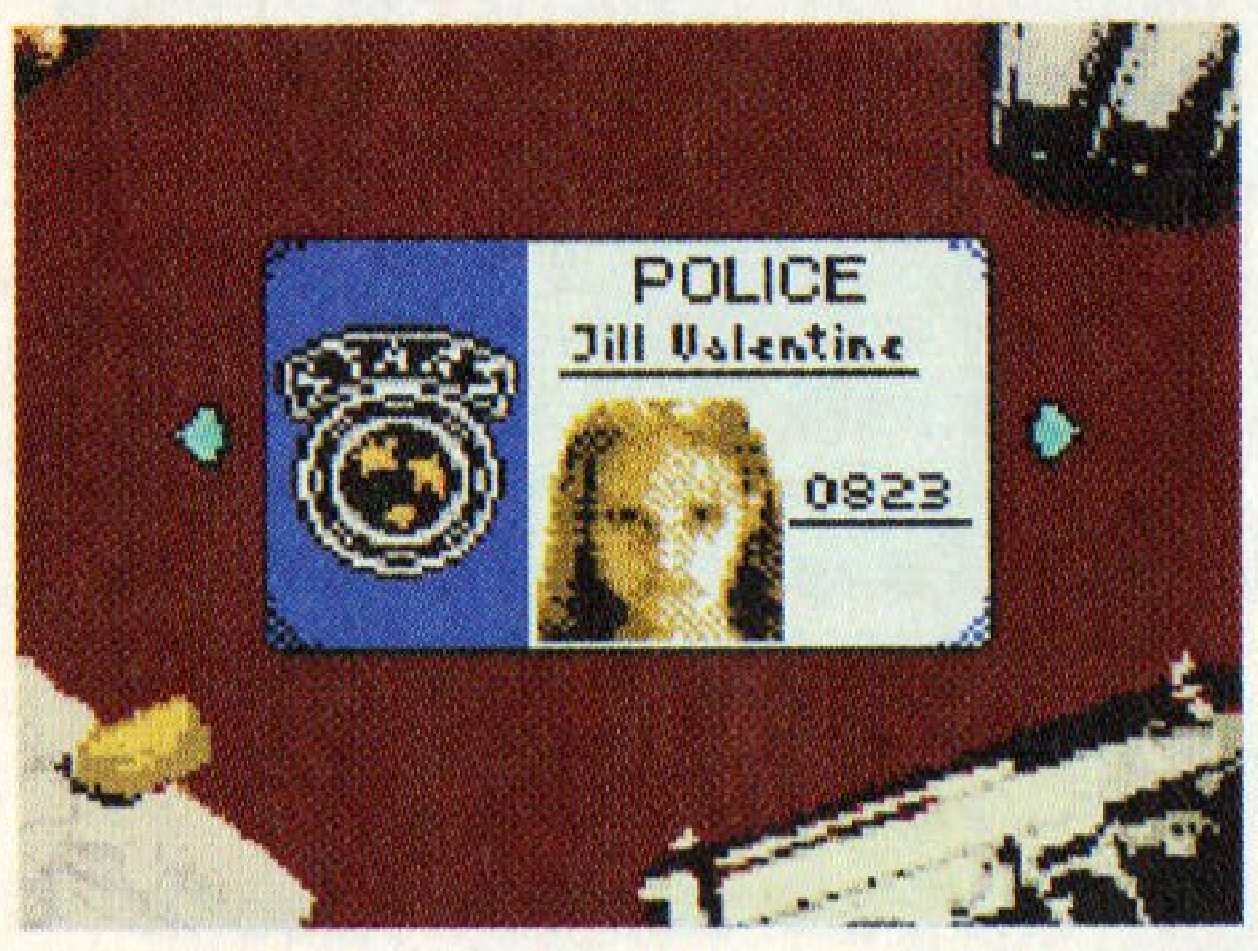
RESIDENT EVIL

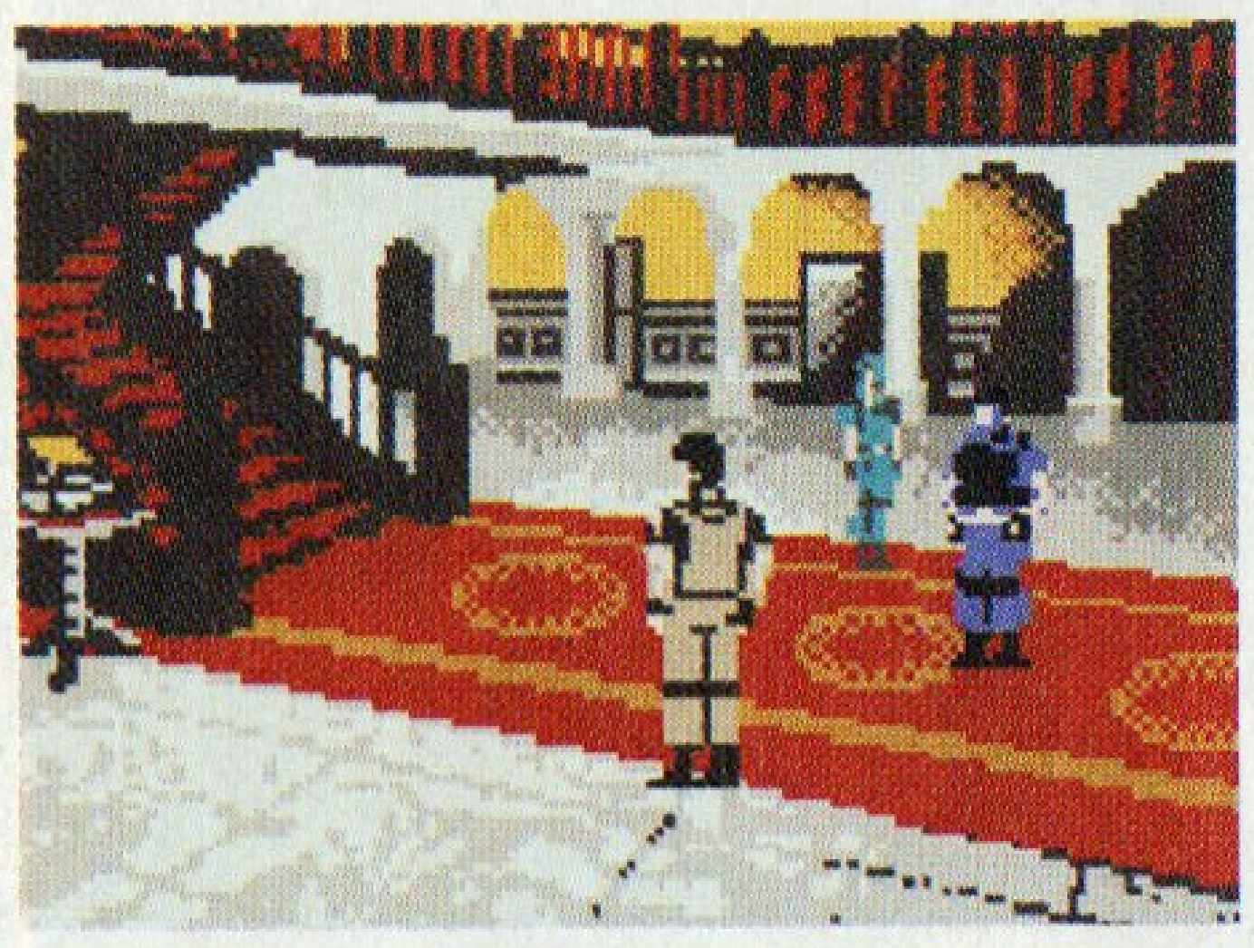
Hello sunshine, you look kinda familiar. You're just like *Resident Evil*. But you're littler. You're a smaller *Resident Evil*. Therefore i shall call you – Mini-evil...





NEW GAME! ▢ FIRST SHOTS! ▢ NEW GAME! ▢ FIRST SHOTS! ▢ NEW GAME! ▢ FIRST SHOTS!





The Evil is now no longer resident in your PlayStation any more, but has moved to a smaller premises to see out its twilight years. And they say that a change is as good as a rest. So, expect a new lease of life for the game that kick started the whole 'survival horror' vibe.

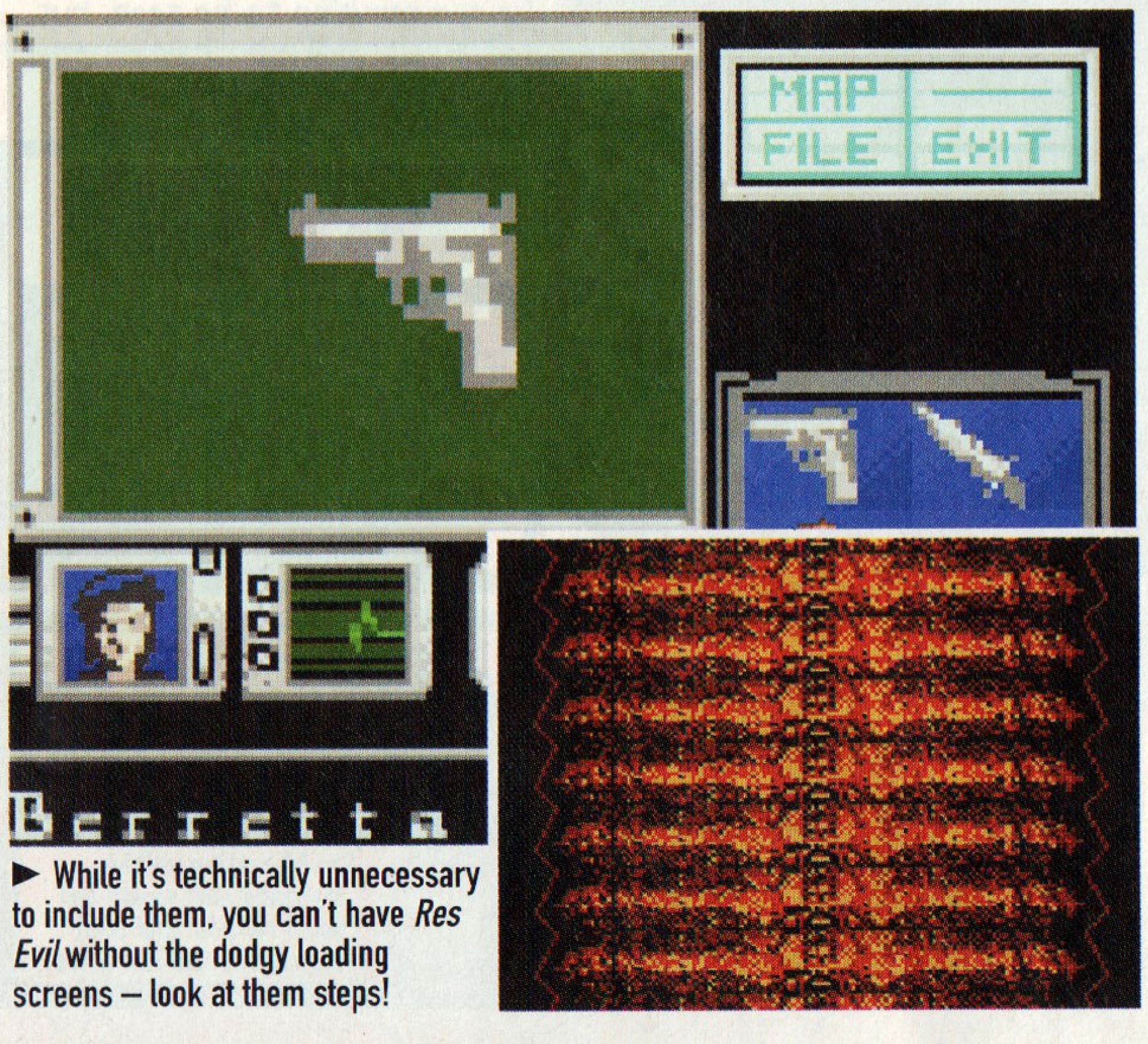
The game sees you trapped in a large mansion – a mansion where evil resides. Taking control of either one of our old pals Chris Redfield or Jill Valentine you must stab, shoot, kick and puzzle your way through the labyrinth of rooms and find your way to safety. Standing in your way are a smattering of zombies, spiders, snakes and angry mutant types. They might lack the full fat scariness of their PlayStation predecessors but they're just as deadly.

For a game console that has usually championed quirky puzzle or platform games this is bold new step for the Game Boy. As the world of the handheld becomes a little busier with the introduction of the Pocket Neo Geo, Nintendo have upped the stakes with *Resident Evil*.

It has to be seen to be believed. They've managed to squeeze one of the all time classic PlayStation games into Nintendo's modestly sized box of magic. This has to be the most ambitious and spectacular conversions since Dana International. The man responsible for this is Fergus McGovern who, with his new company Hotgen, sees no conversion too big for the little machine – their next big project is rumoured to be *Dino Crisis*! It looks the same and it's got all the same elements – fingers crossed that its gameplay bares some resemblance as well...

IT'S ALL THERE!

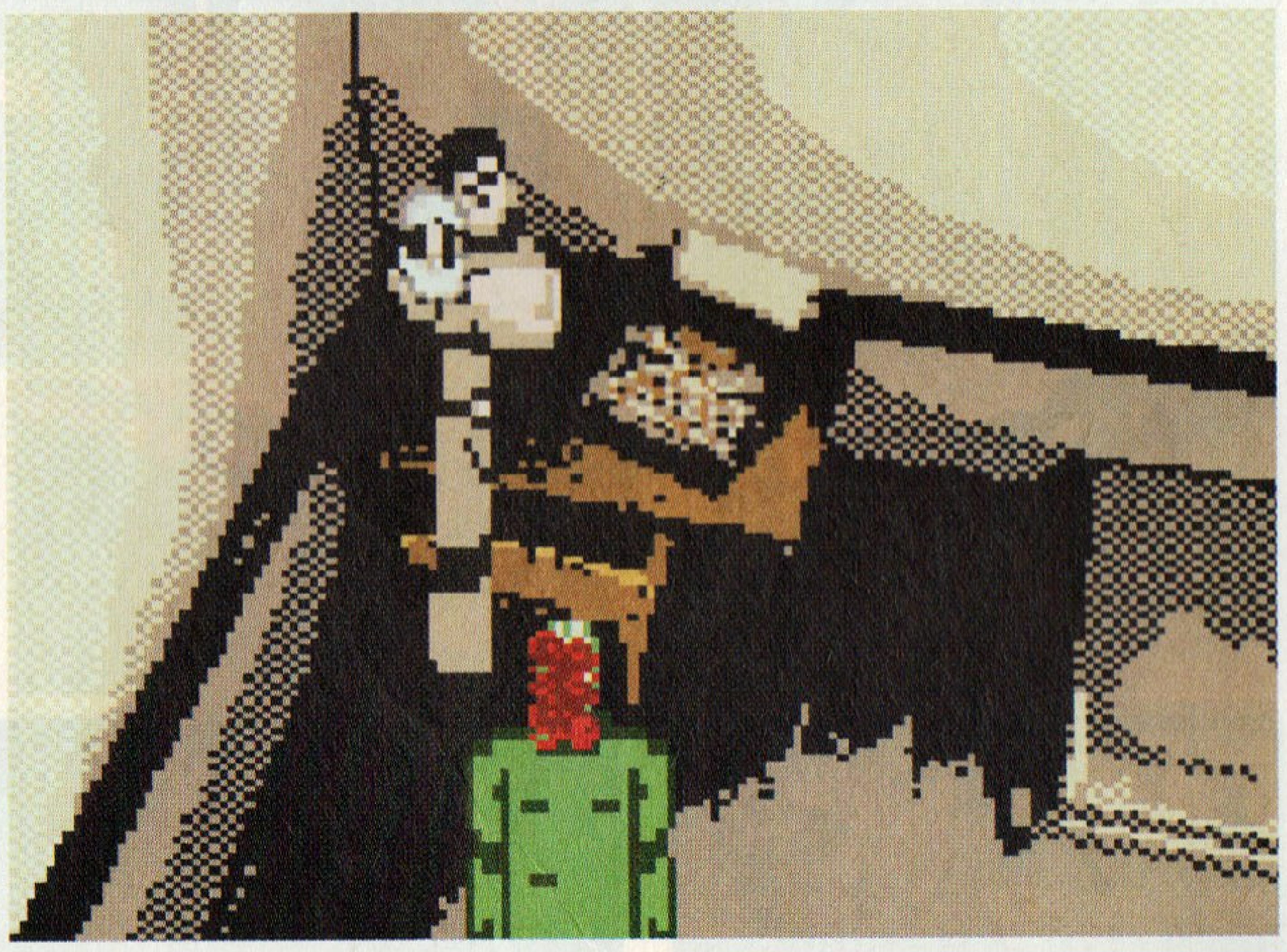
The attention to detail is what impresses most. Look, they've got everything in here including a bit of the inventory and even the majestic loading screens. Now that's caring.



► While it's technically unnecessary to include them, you can't have *Res Evil* without the dodgy loading screens – look at them steps!

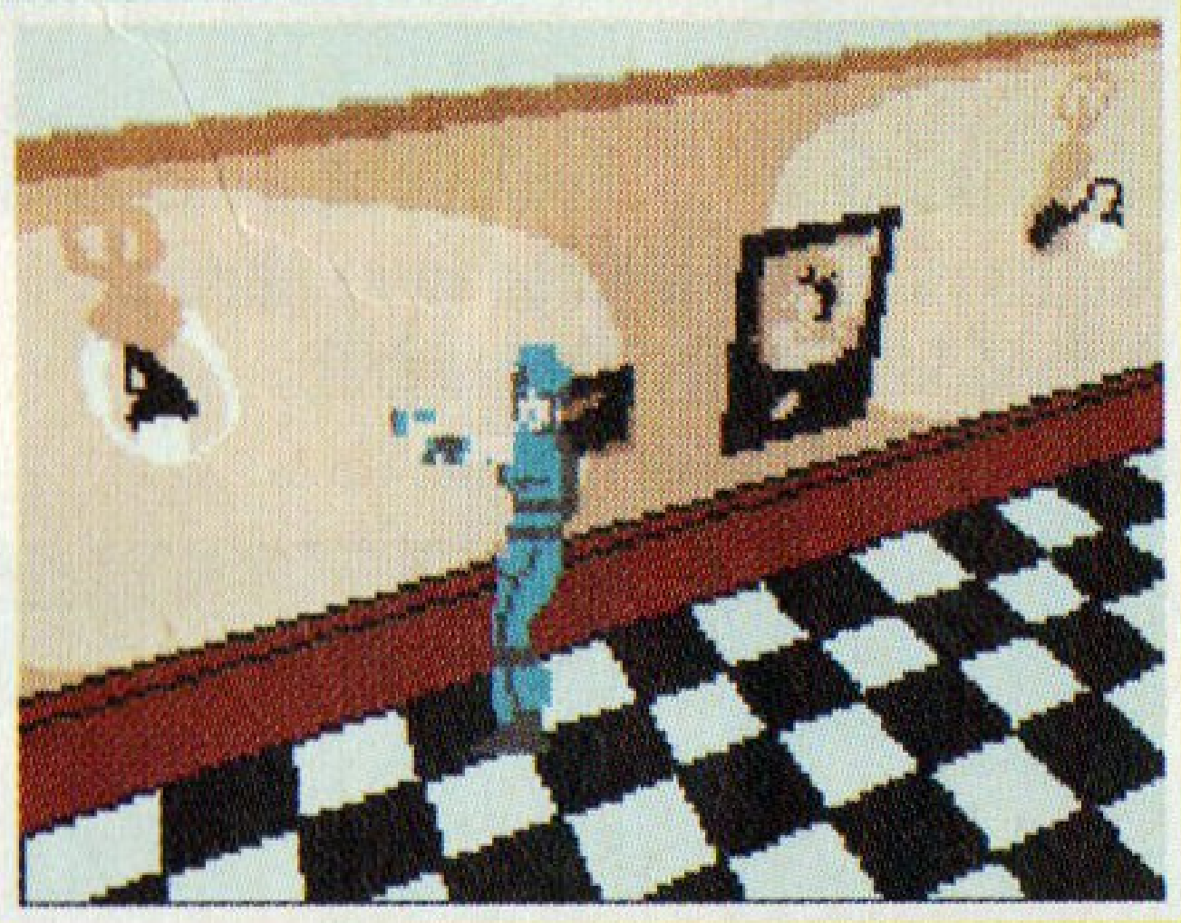
MAN 'O' GORE!

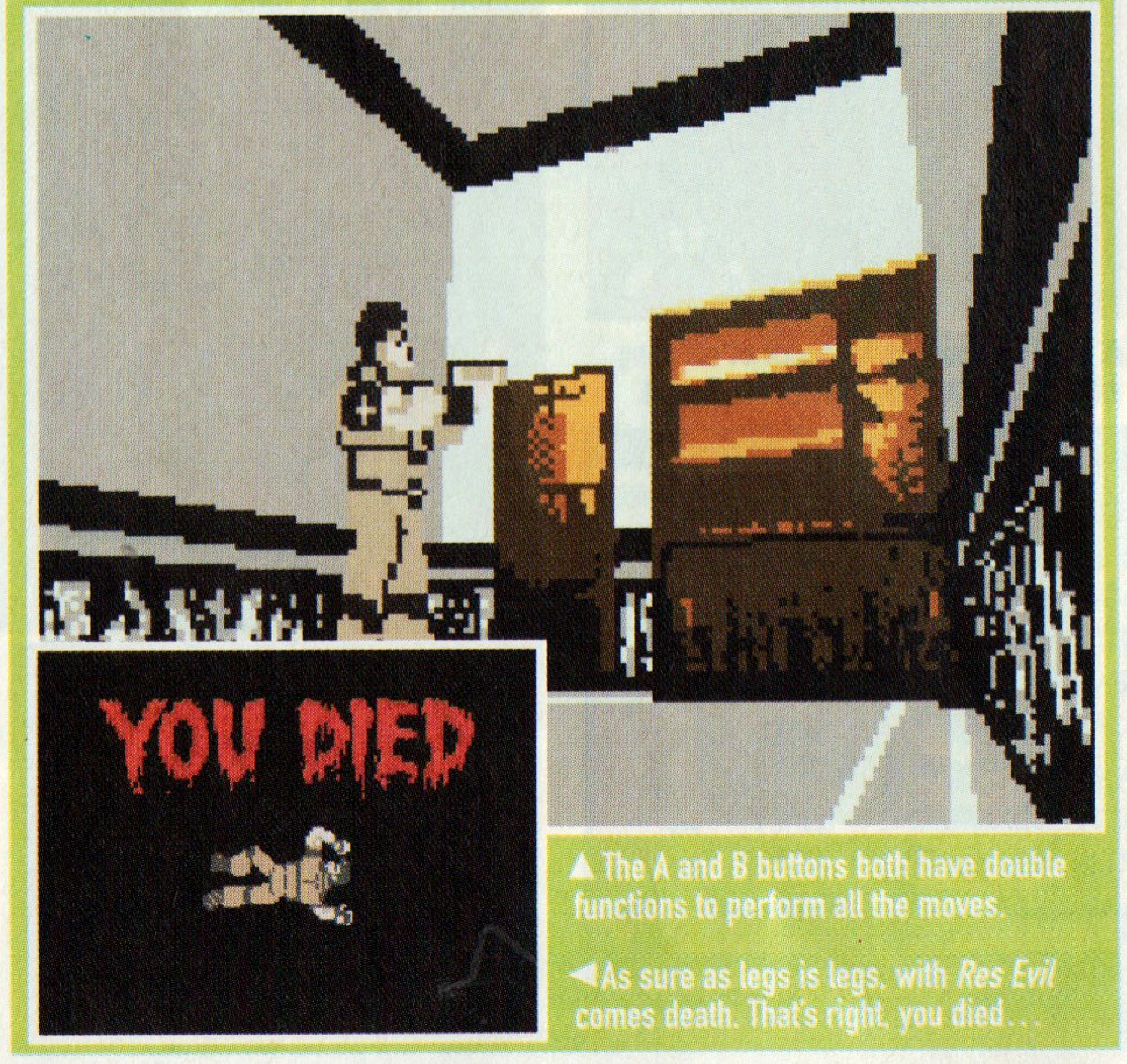
You can't have *Res Evil* without the gore. It's like having Fellini without the midgets. But rather than the rivers of blood, the Game Boy has what can politely be called a dollop.



CHIP OF THE OL' BLOCK!

As expected Jill and Chris aren't looking their best, and are a bit on the blocky side. However, they've still got all the right moves and retain their prowess with a gun. They also perform their bored stance if you leave them alone. Now that's attention to detail!



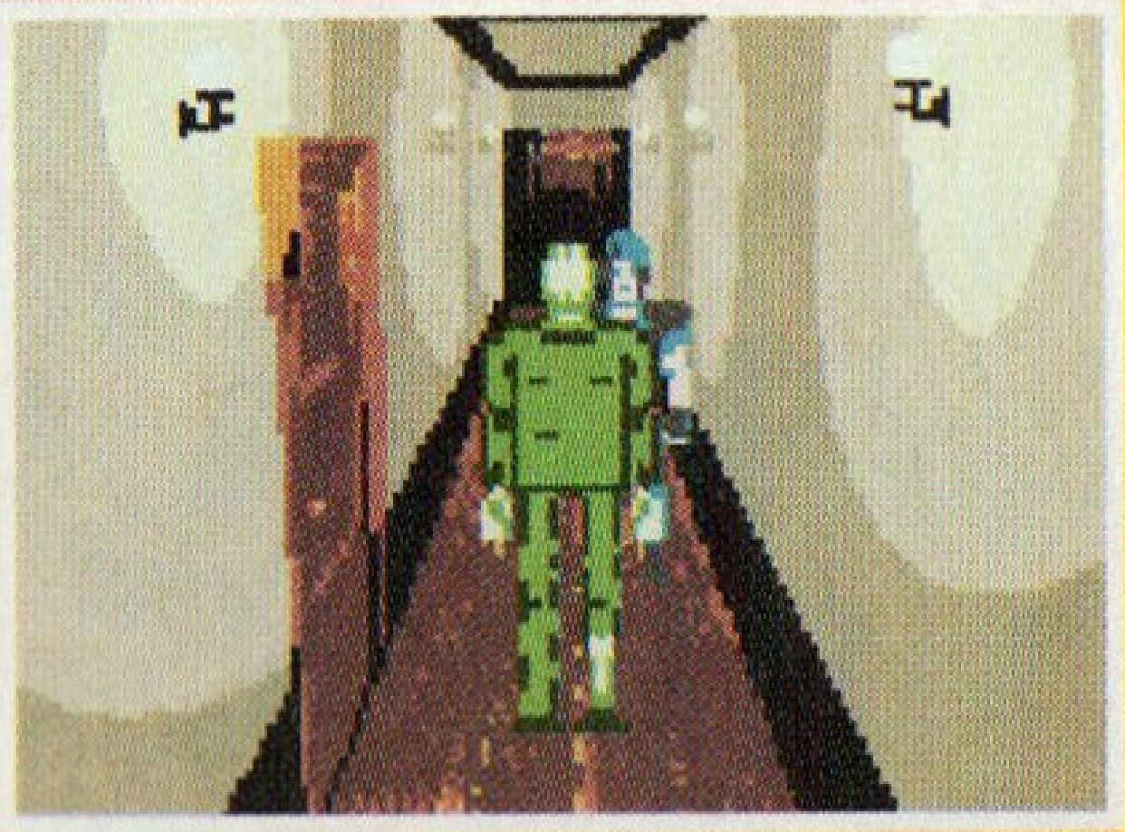


▲ The A and B buttons both have double functions to perform all the moves.

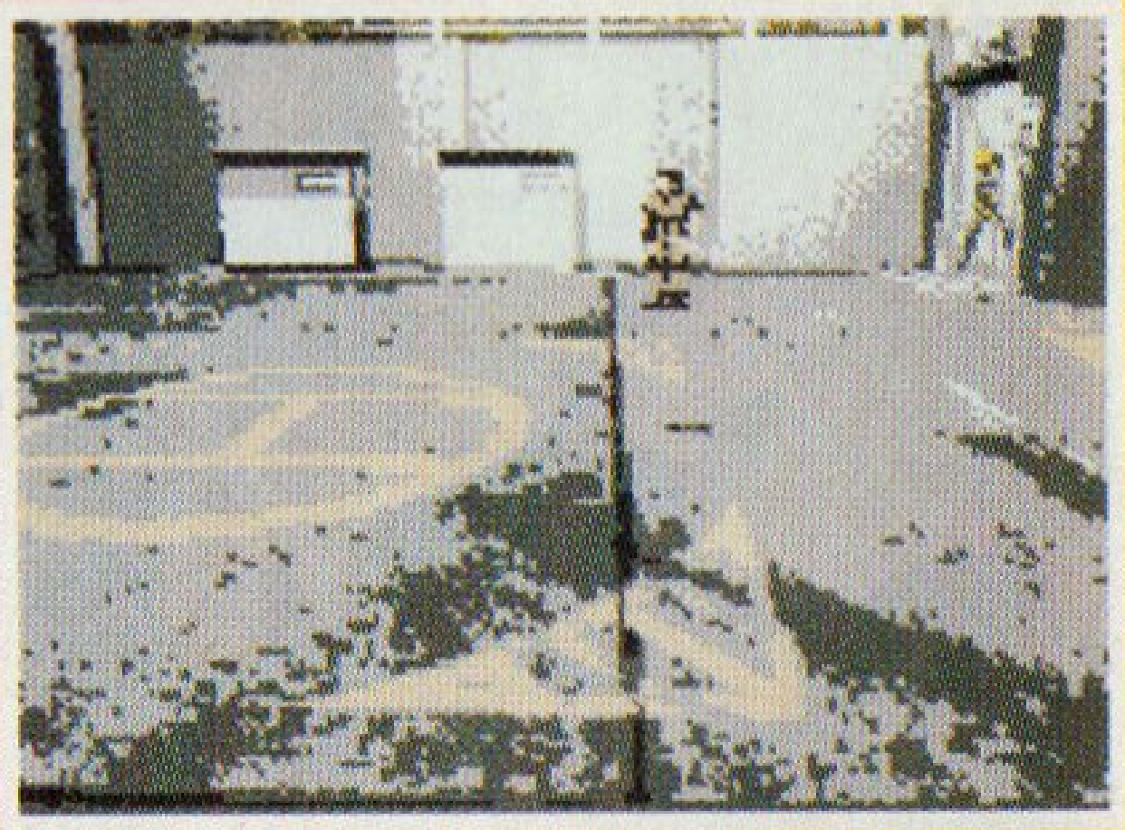
◄ As sure as legs is legs, with *Res Evil* comes death. That's right, you died...

ANGLES!

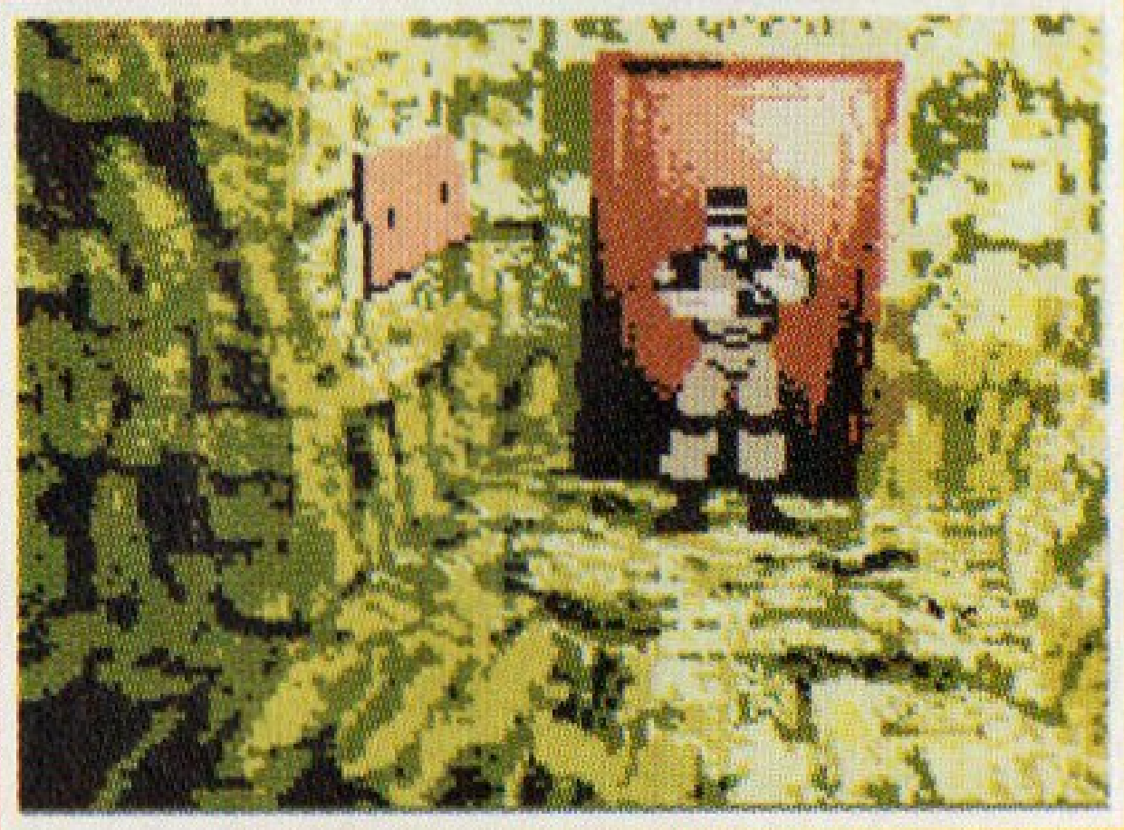
Such is the conversion's accuracy that all the spooky camera angles have been lovingly recreated to chill those gamers on the go.



▲ Not the most chilling sight you're ever seen but he's only tiny, bless him.



▲ Familiar? It's the final battle ground on the helipad. How've yer been?



▲ Despite the technological limitations the GBC has recreated all the textures.

GOOD COP BAD COP

+ This is the future – fully functional classics available on handhelds.

– If the gameplay's dodgy and fails to shine this will just be a novelty.

WHERE IT'S AT

It's still a bit messy and is a few zombies short of complete, but all the major nastiness are in place.

It's not every day *Resident Evil* comes to the GBC, so look out for a chilling review in our next issue.

the way to a man's heart is
through his ribcage.
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
Xena unsheathes her chakram ready for the fiercest adventure
to hit PlayStation. Miss out and you'll be gutted.
PlayStation
XENA
WARRIOR PRINCESS
ELECTRONIC ARTS™

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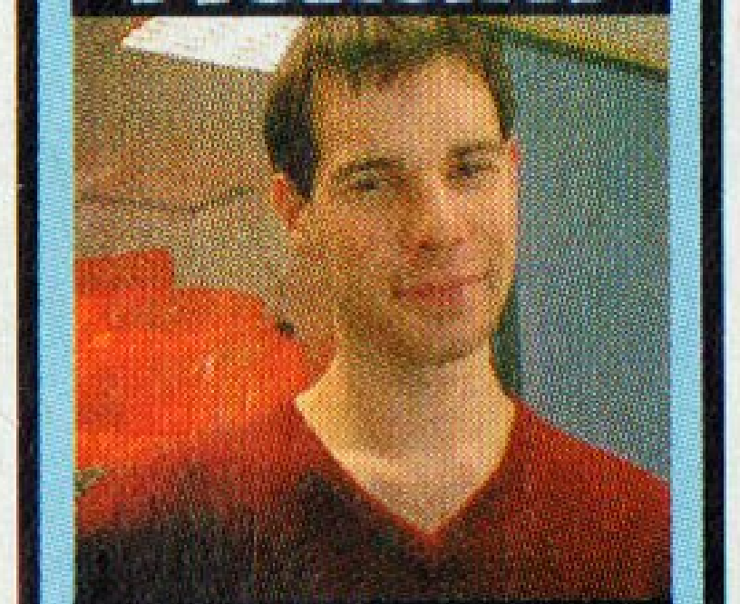
DATA
FORMAT PREVIEWED: DREAMCAST
PUBLISHER: VIRGIN INTERACTIVE
OUT: NOW
CALL: 0171 551 4222
PRICE: £40
PLAYERS: 1-2
DEVELOPER: AWESOME DEVELOPMENTS
OTHER FORMATS: PC

Dreamcast

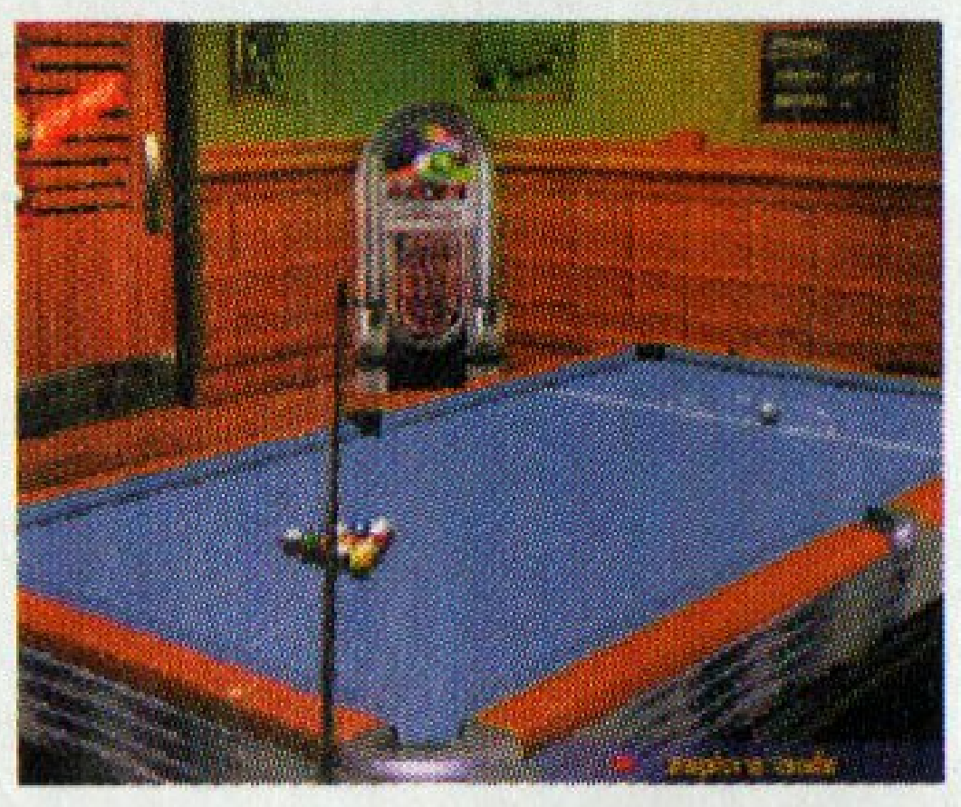
Previewer



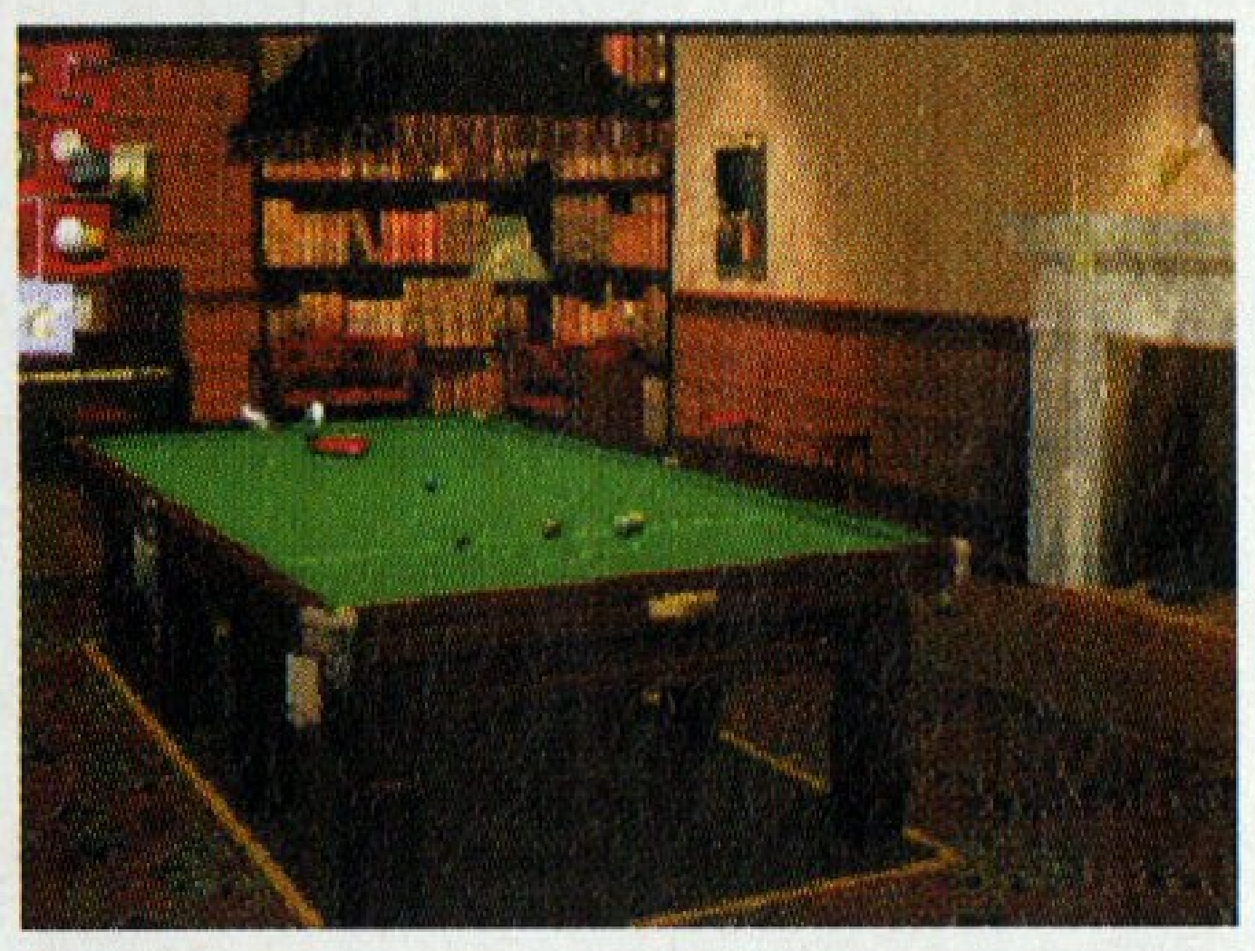
Oliver Hurley

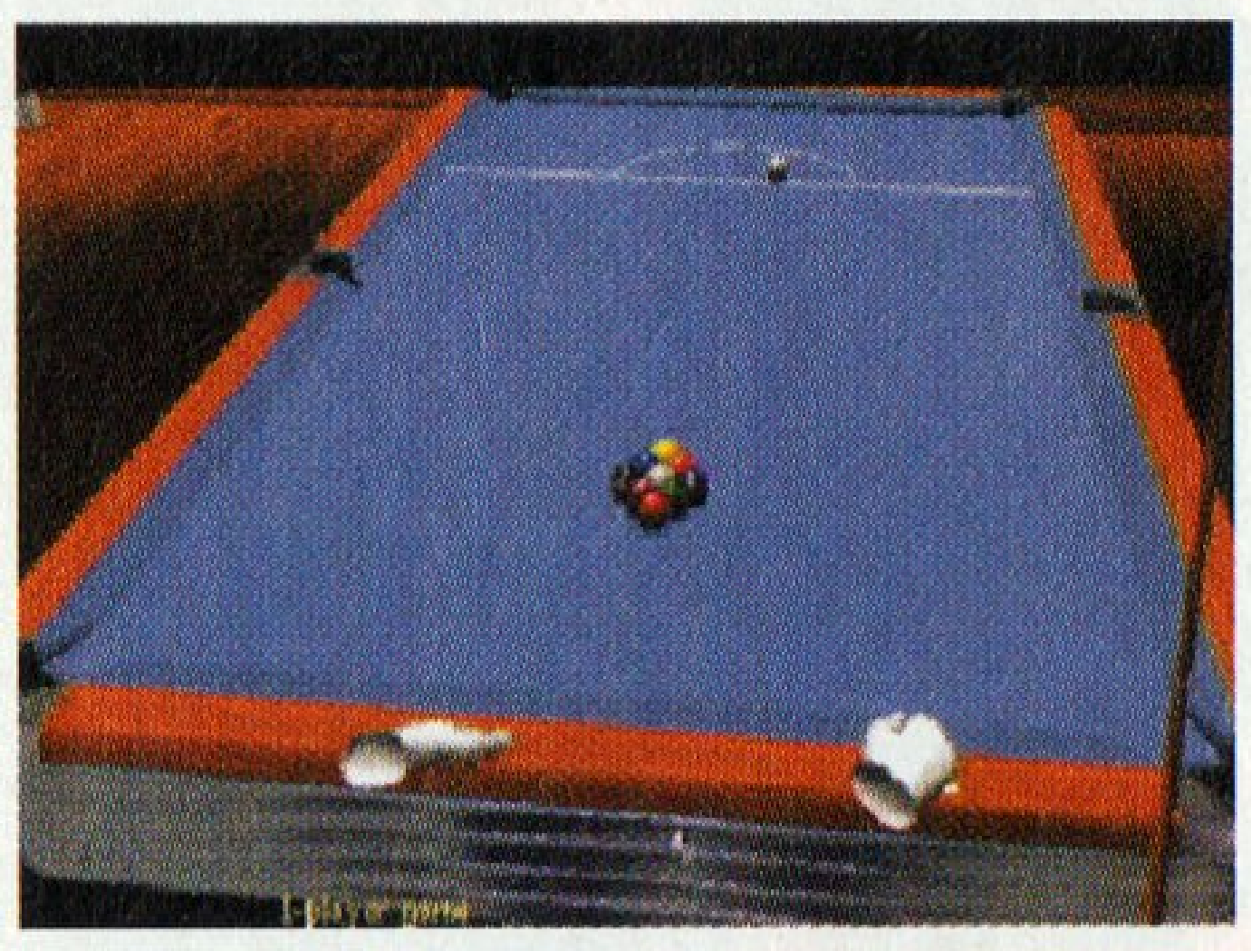
"Snooker loopy nuts are we, you and i and them and me". We'll show you what we can do with some balls! Wow, those snooker players are crazy-ass dudes.

JIMMY WHITE'S 2 CUEBALL



NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!





Jimmy White seems to have made something of an art out of always making it to the finals of the World Championship and bottling it in the last couple of frames.

Now he's turned his attention to lending his name to the Dreamcast's first snooker and pool sim. So now you too can play with his balls to your heart's content. (Ahhaar…)

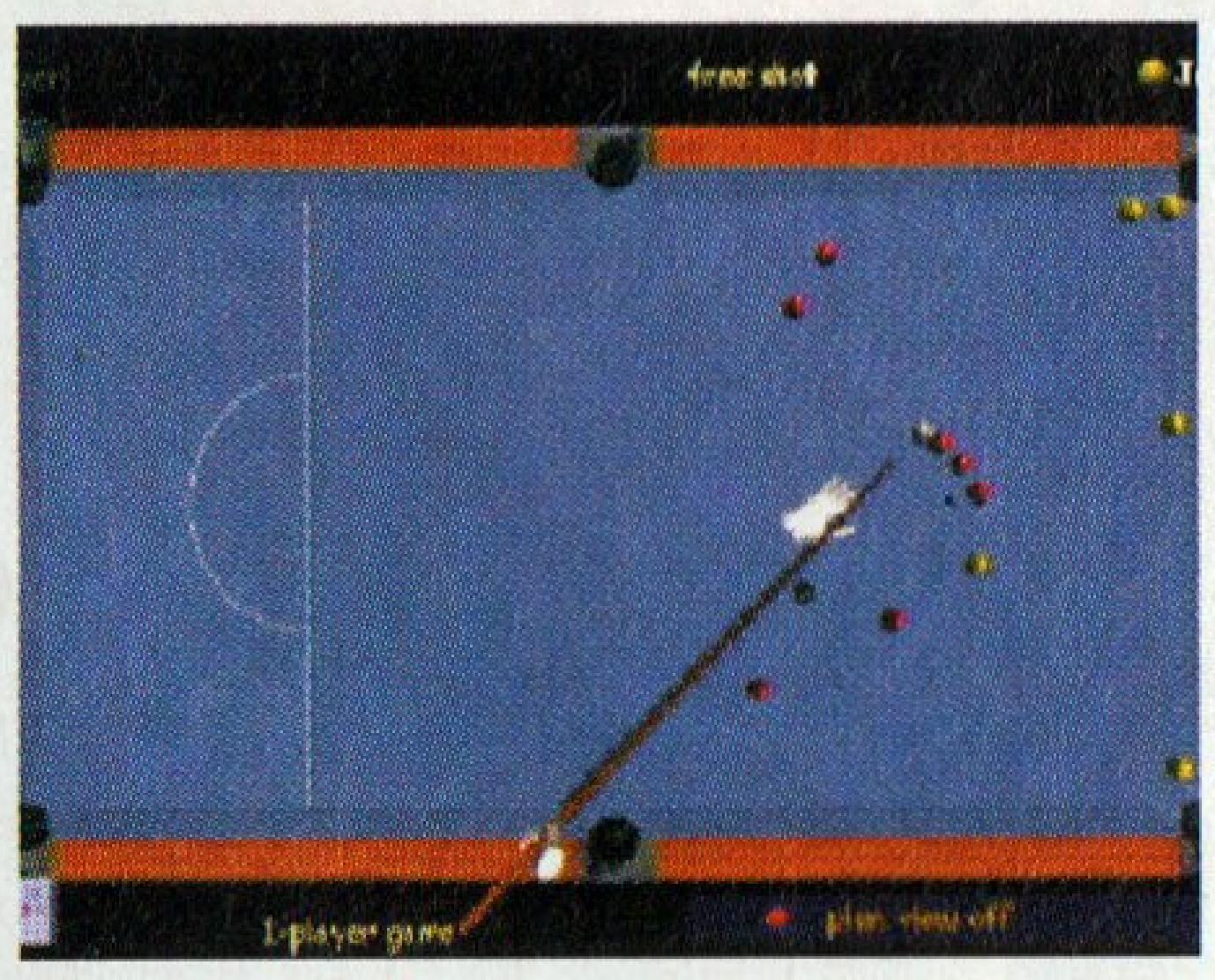
Each game has its own setting: a slightly seedy American bar for the three pool games (UK pool, 8-ball and 9-ball) and an old-fashioned drawing room for the snooker. There are plenty of options, allowing you to customise the rules to suit your own preferences (and, let's face it, pool has a barmy amount of regional variations).

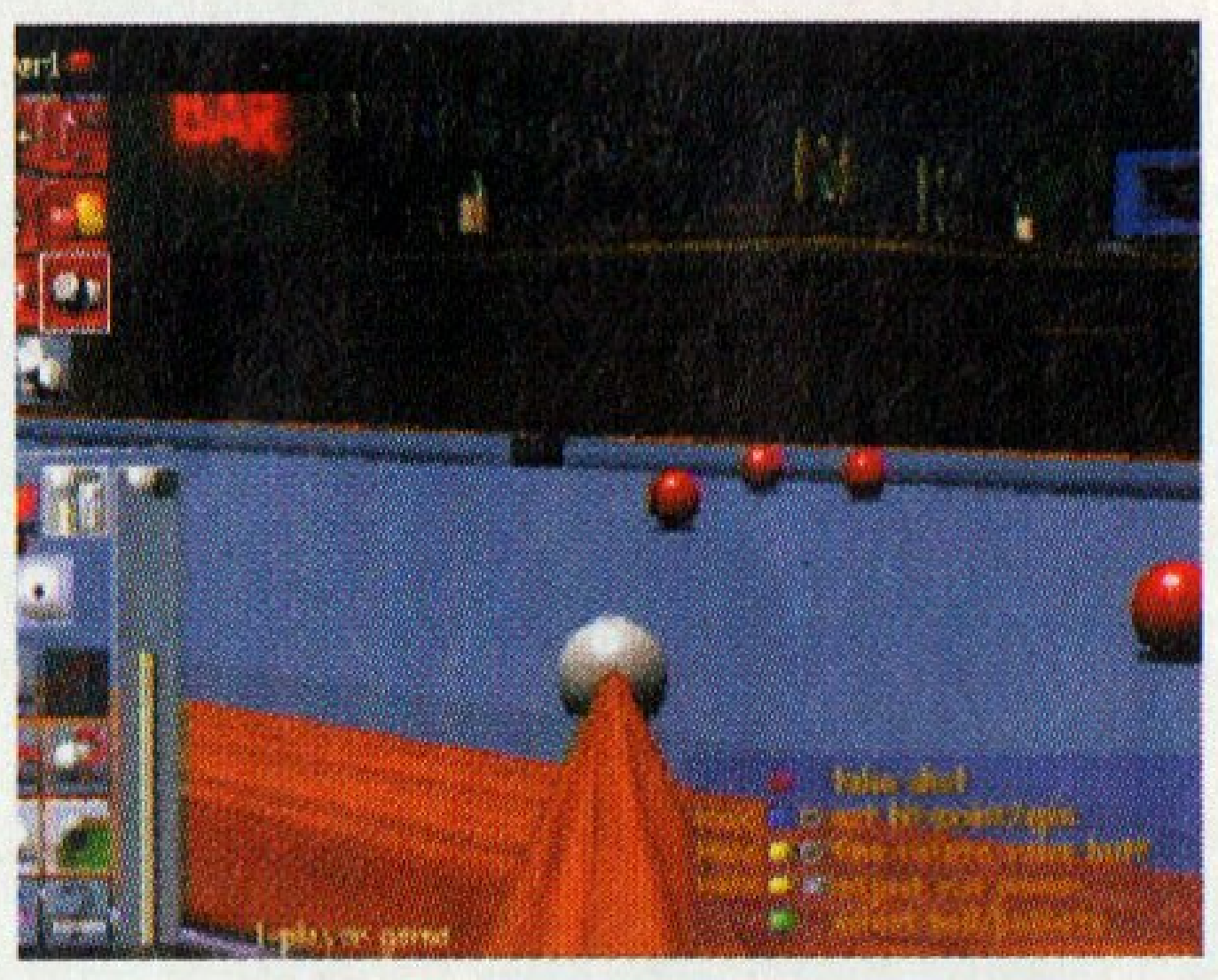
The single-player game sees you having to cue your way past 10 increasingly-sophisticated opponents, although the best bit will surely be the two-player games. For anyone with enough interest in cue-based action to want to buy a videogame version, this has just about everything you could wish for – with one major exception…

The key to snooker based videogames is an intuitive and easily accessed control system (see *Virtual Pool 2* on the PC). *Cueball*'s major weakness at the moment is the menu system, which is incredibly hard work. Let's hope Awesome Developments tinker with this before it's released, or else it'll end up resembling Jimmy's own snooker playing: close but no peppermint sweet.

ON THE BALL!

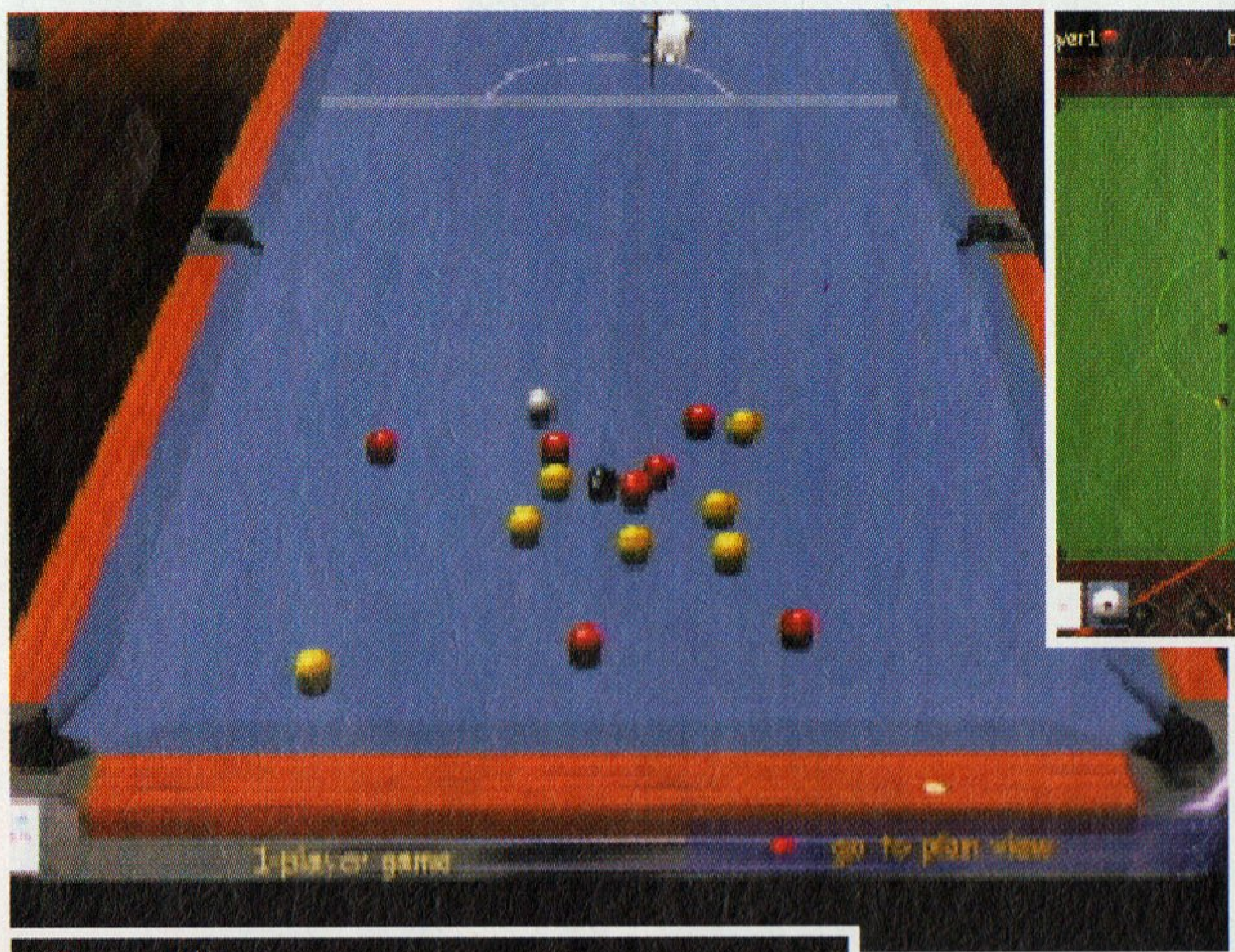
Judging angles is a bit tricky and it's really annoying to miss shots that you know you'd easily sink in real-life. Honest.

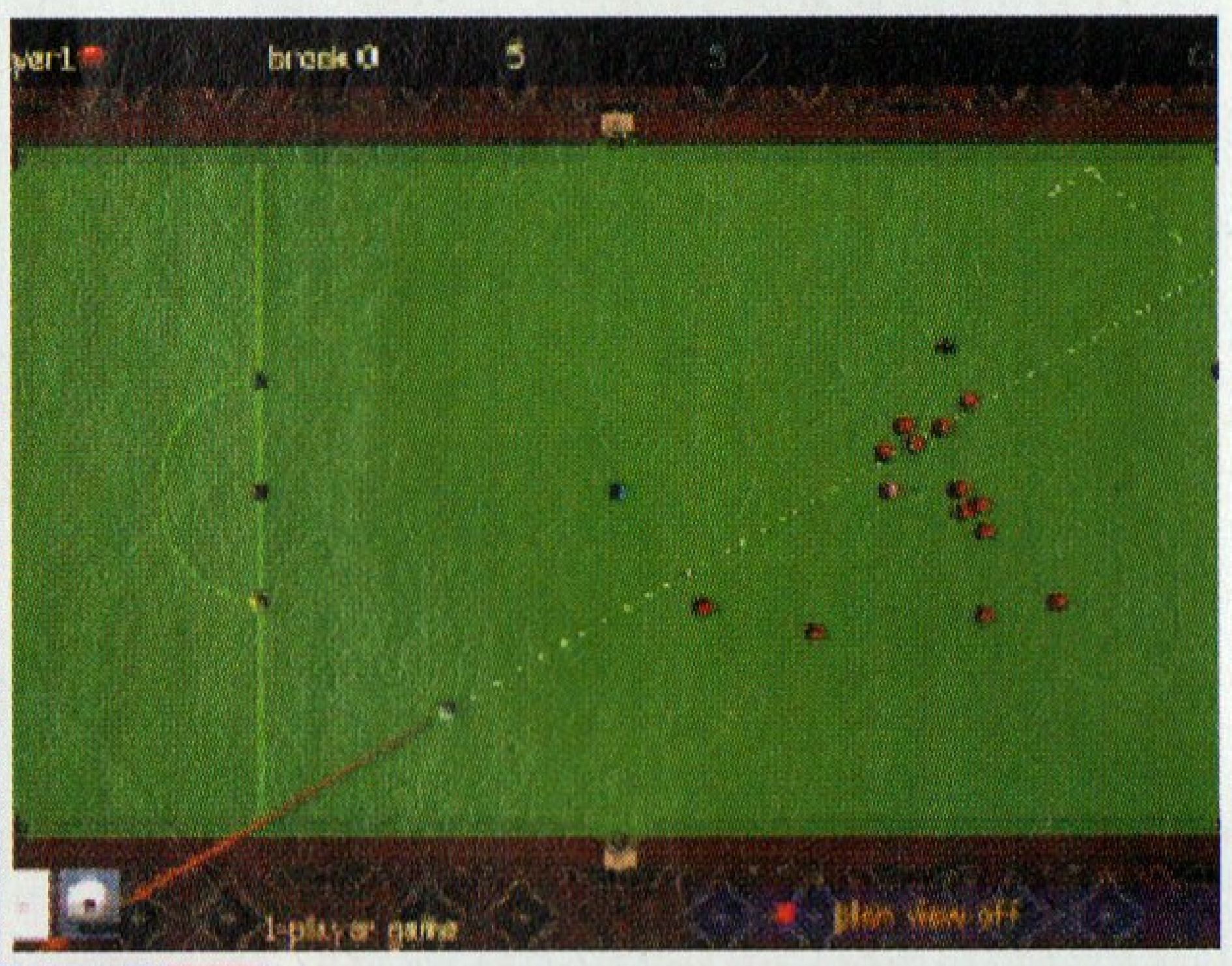




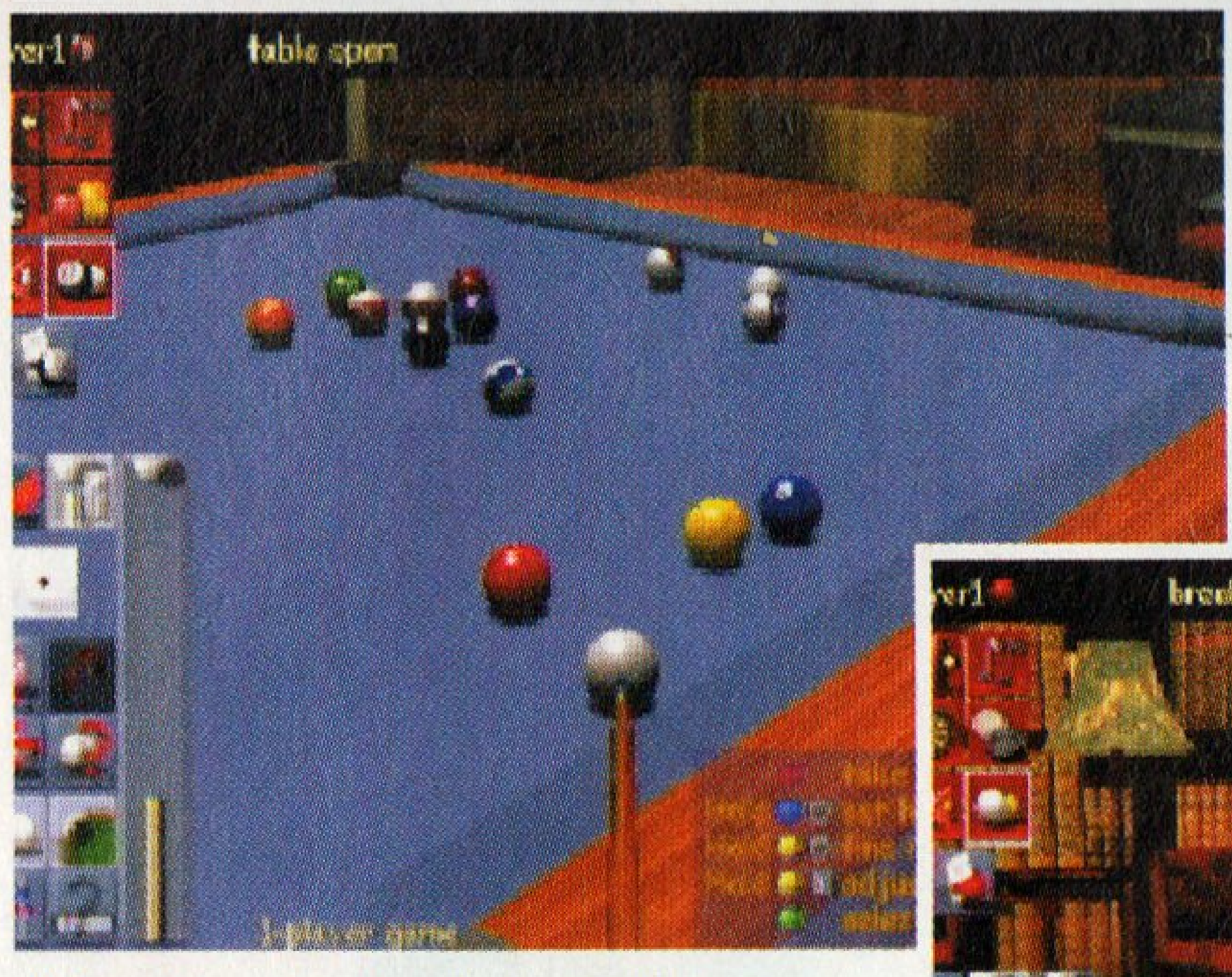
FRIGHTENING OPPOSITION!

It's ever-so-tempting to charge in like a drooling cue-wielding maniac and try to pot everything in sight before sinking a couple of pints. But you'll need patience and a good set of tactics to beat some of the trickier CPU opponents. Especially at snooker…



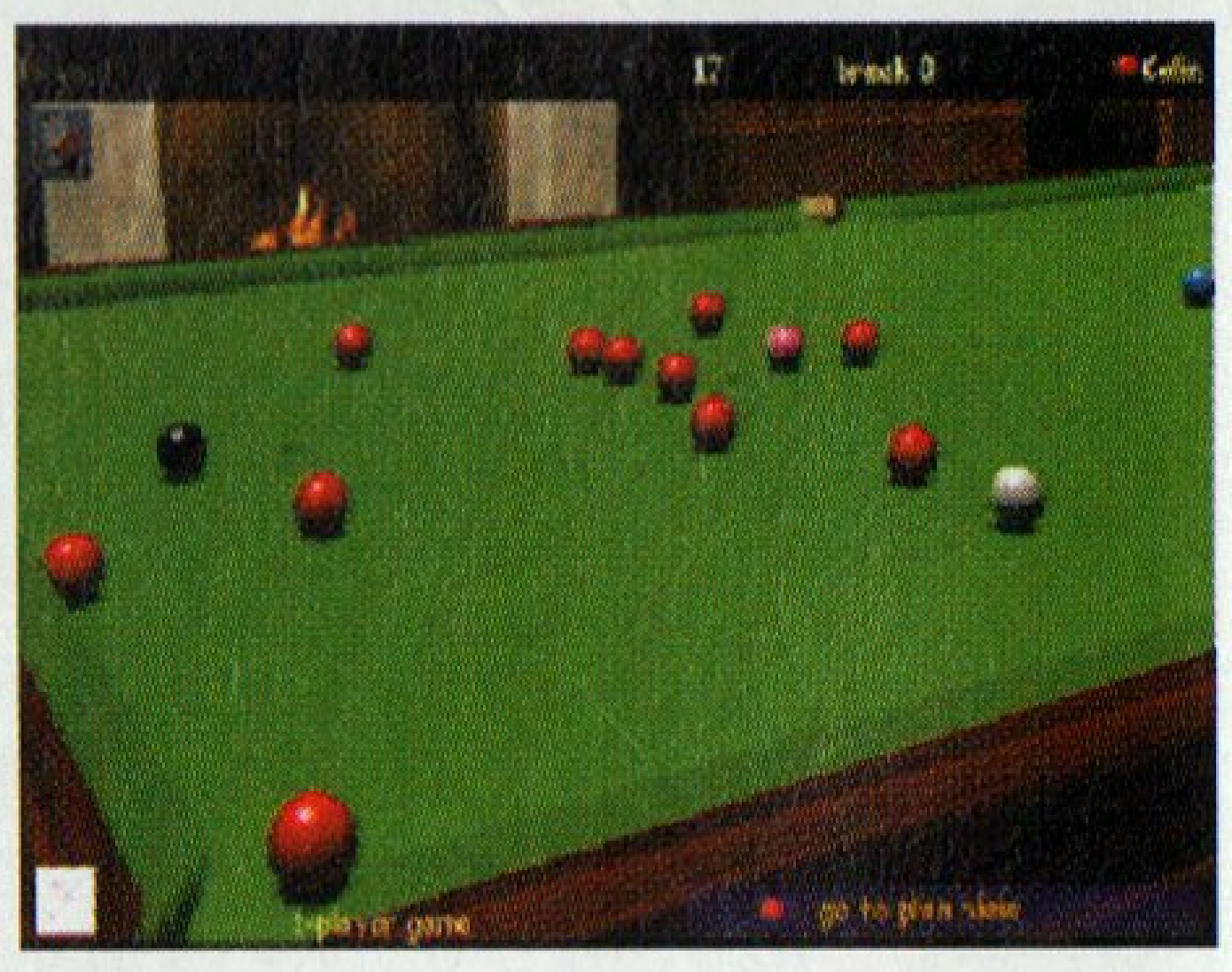


▲ While using the bird's-eye-view is a bit like cheating (especially with the angle indicator on) it's very useful.

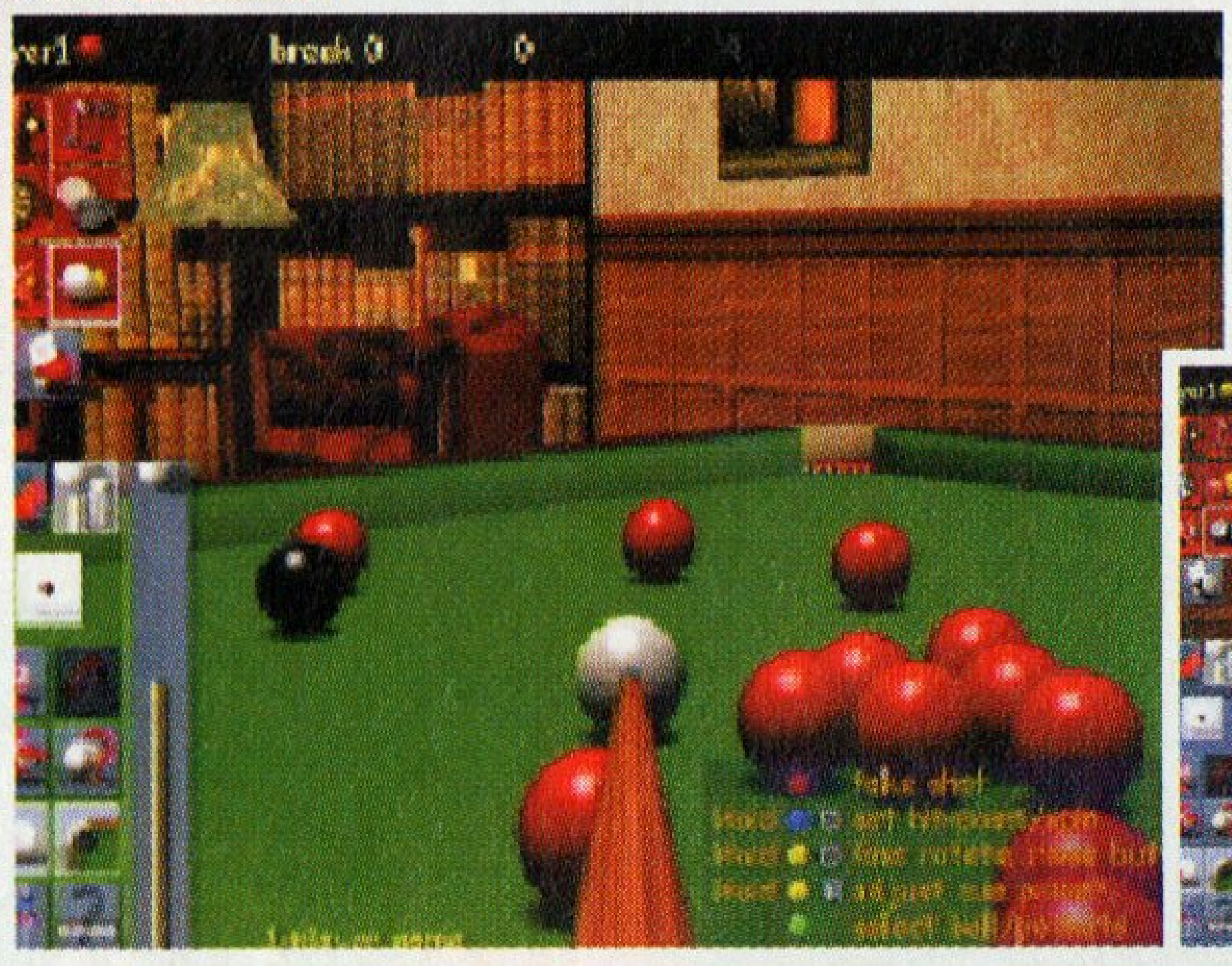


▲ One thing about pool sims is that you never get quite the same satisfaction when you crack a cluster of balls.

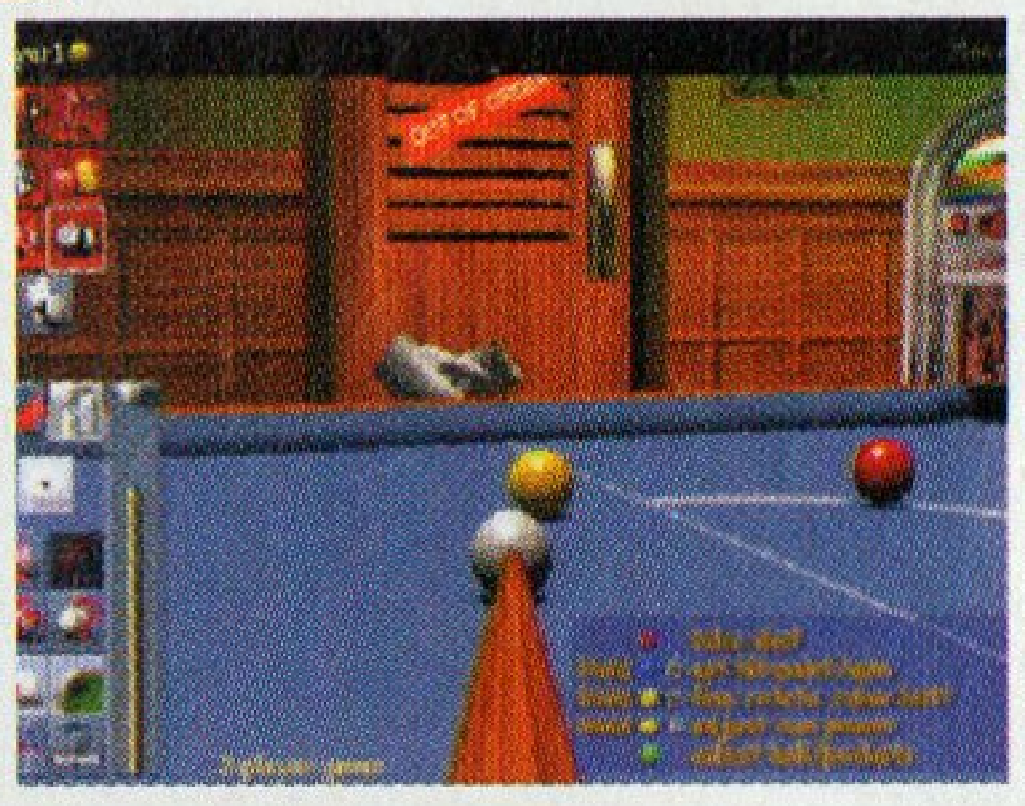
▲ All you ever see of your opponent is a pair of floating white gloves. If that's the invisible man he must be feeling very chilly downstairs.



▲ Screwing back for the black is the secret to thrashing your opponent. No, it is, really.

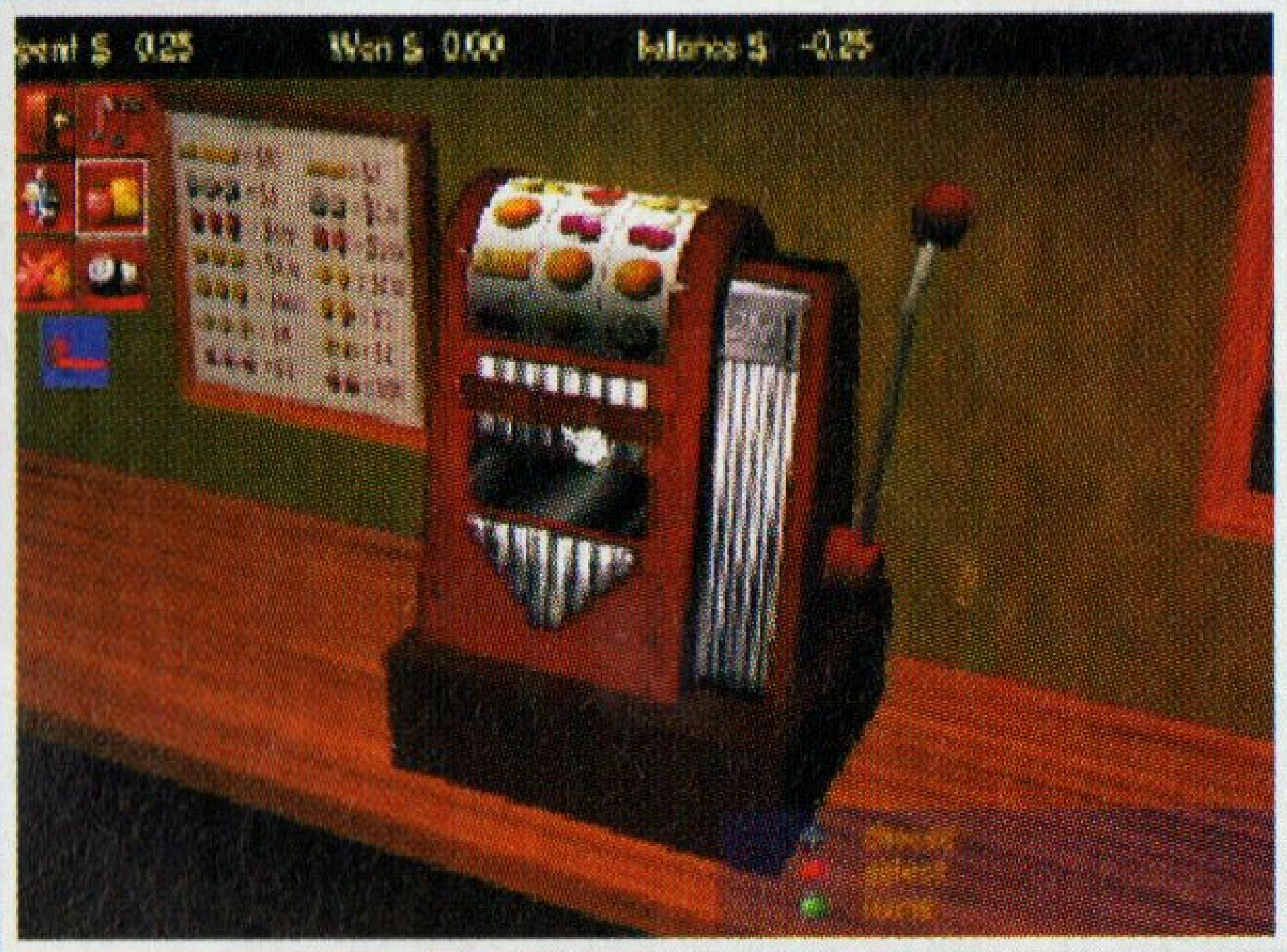


► Whoever designed the controls is blatantly a menu fiend. It's not the most obvious system in the world…

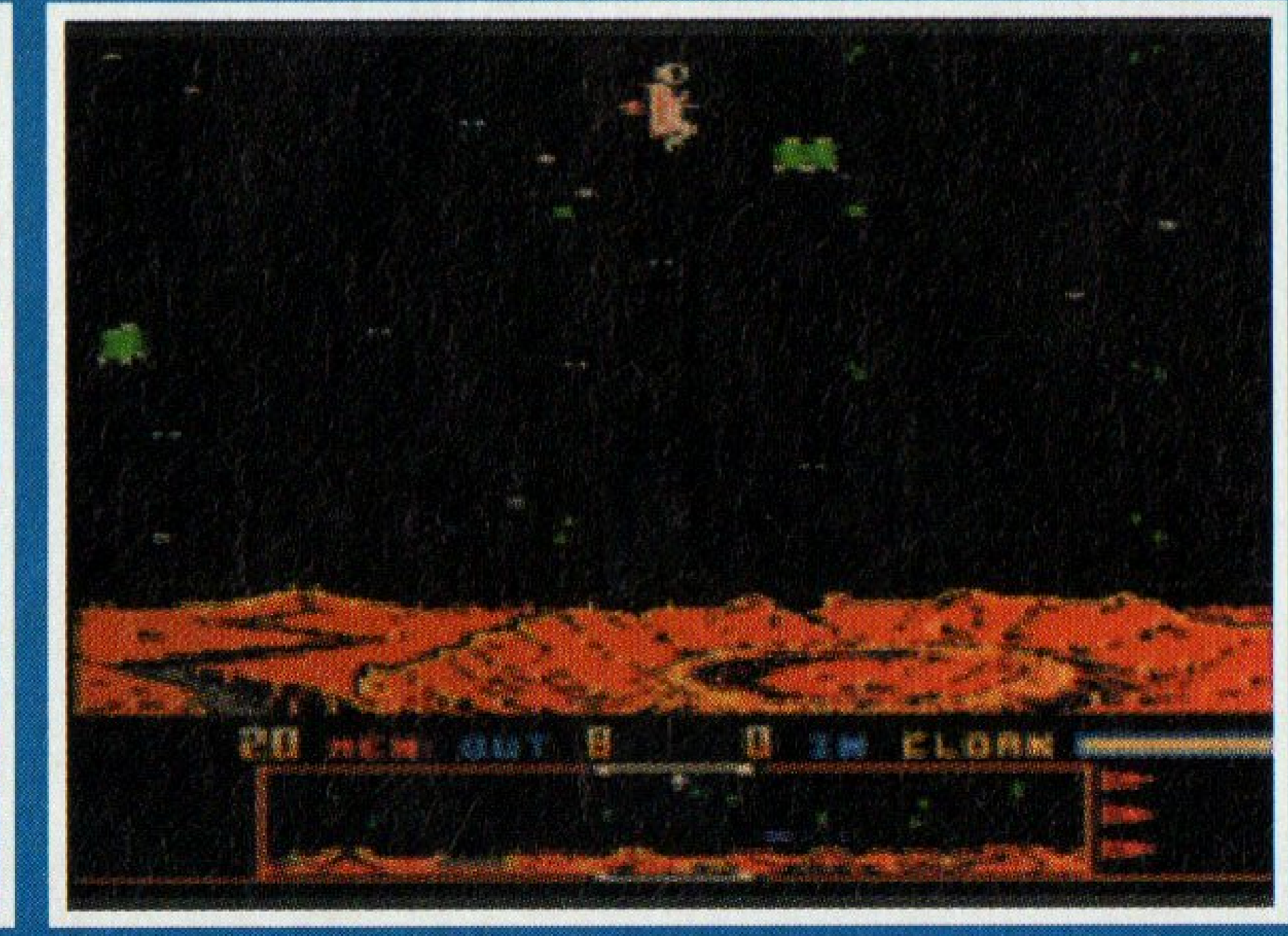


A WORLD OF DISTINCTION!

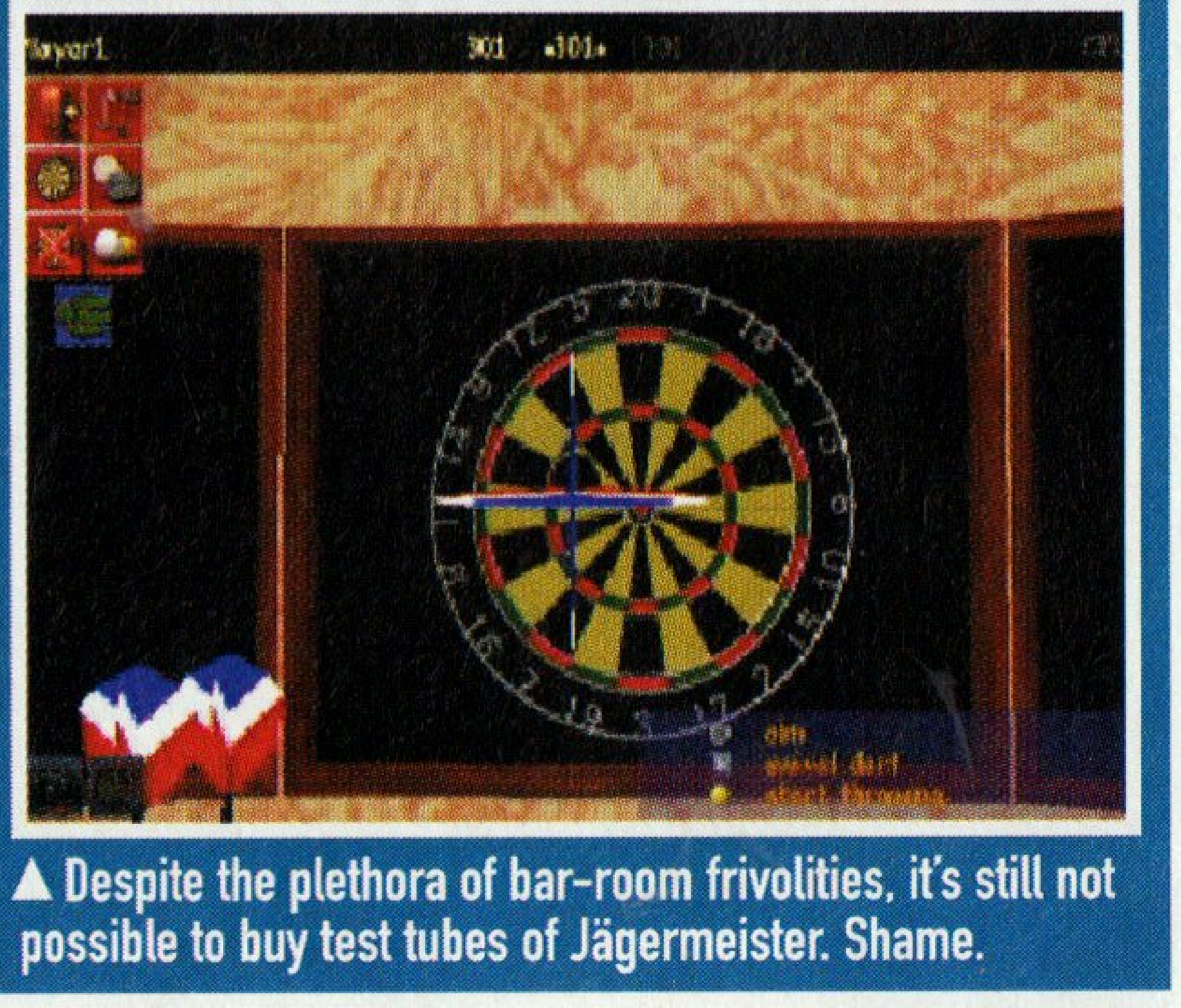
The rooms in which you play are fully kitted out with the likes of darts, *Dropzone*, a one-arm bandit and even a set of draughts plus a board. Ideal if your wrist needs a rest after all that hectic cueing action.



▲ There's something incredibly pointless about virtual fruit machines. It's strangely compelling though.



▲ It seems almost insane for *Dropzone* to be part of a game on the same console that is home to *Shenmue*.



▲ Despite the plethora of bar-room frivolities, it's still not possible to buy test tubes of Jägermeister. Shame.

GOOD COP BAD COP

+ The options and realistic physics could make this a definitive sim.

– Frustrating menus and far-from-intuitive controls are major let-downs.

WHERE IT'S AT

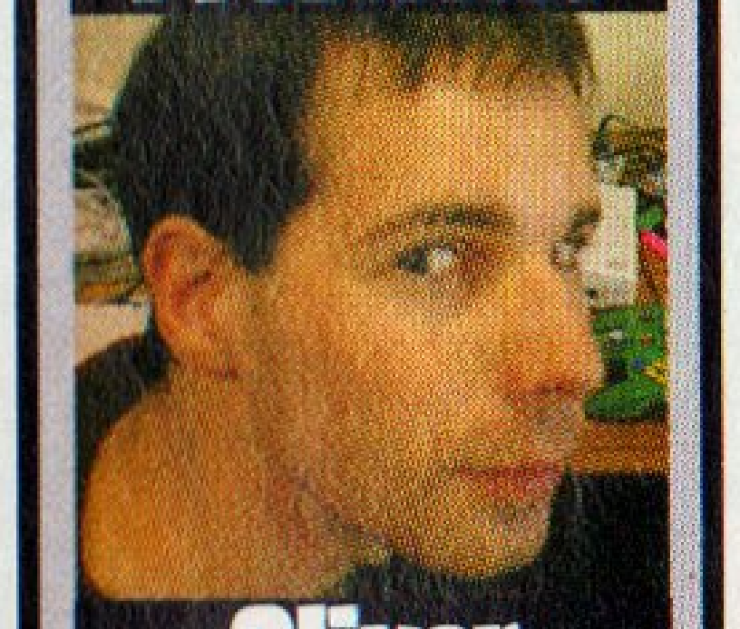
Jimmy White's 2 Cueball is going through the last stages of production and should be out soon.

Fancy a bit of green baize action? Discover how the big Jimmy fares in the next issue of GM.

DATA ▸ FORMAT PREVIEWED: PLAYSTATION | PUBLISHER: ELECTRONIC ARTS | OUT: NOVEMBER | CALL: 01753 549 442 | PRICE: £40 | PLAYERS: 1 | DEVELOPER: BLACK OPS | OTHER FORMATS: NONE

PlayStation

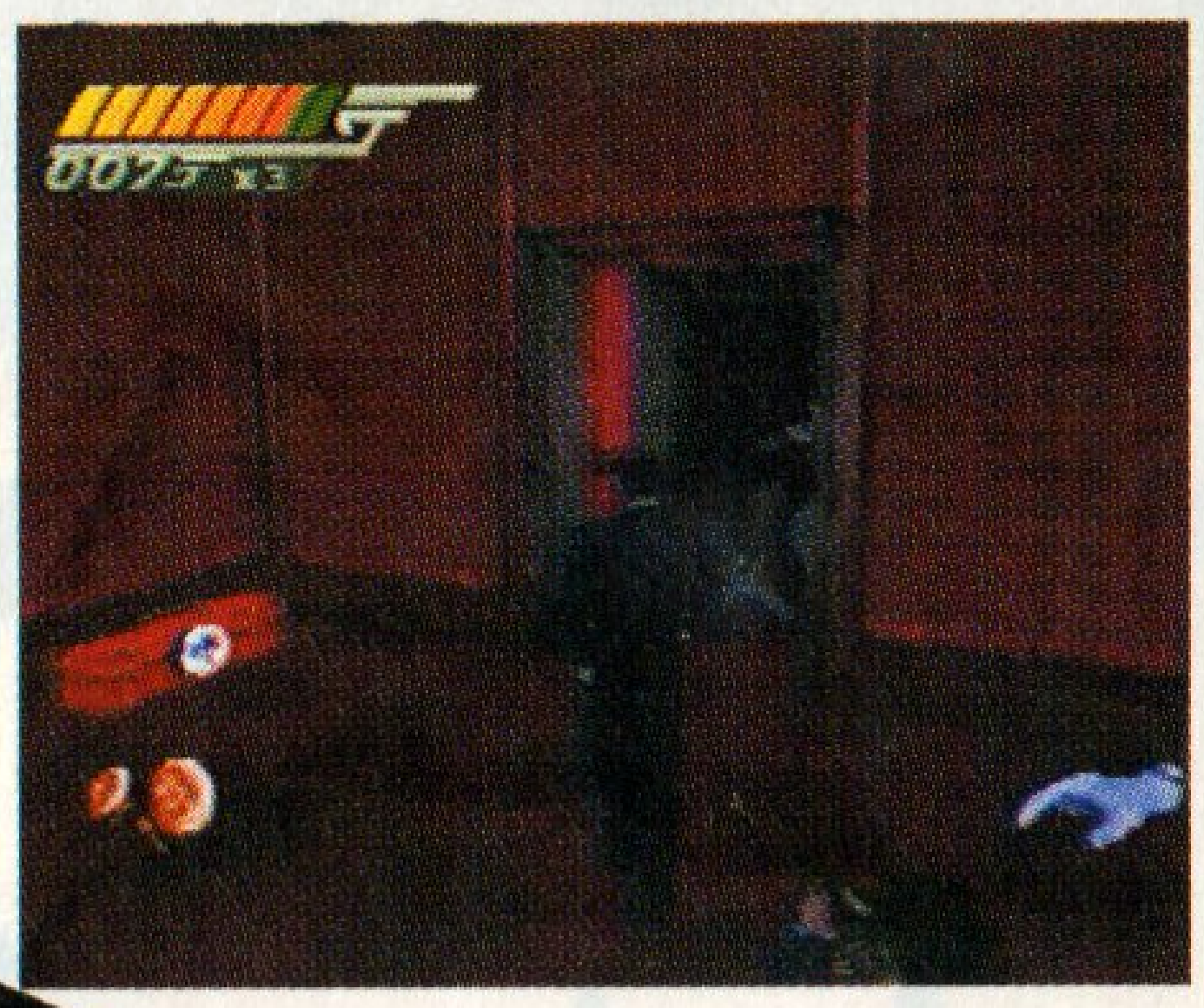
Previewer

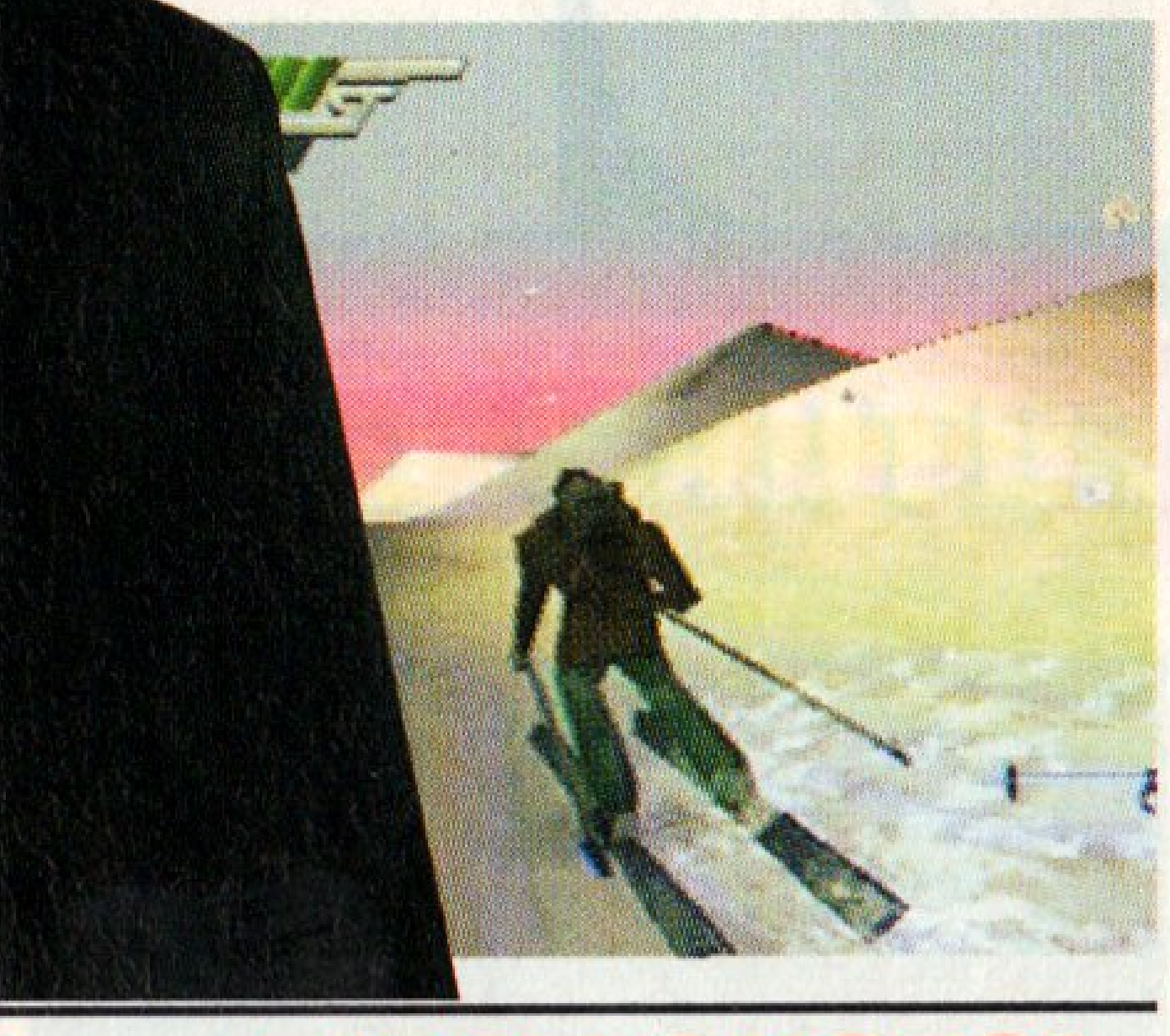


Oliver Hurley

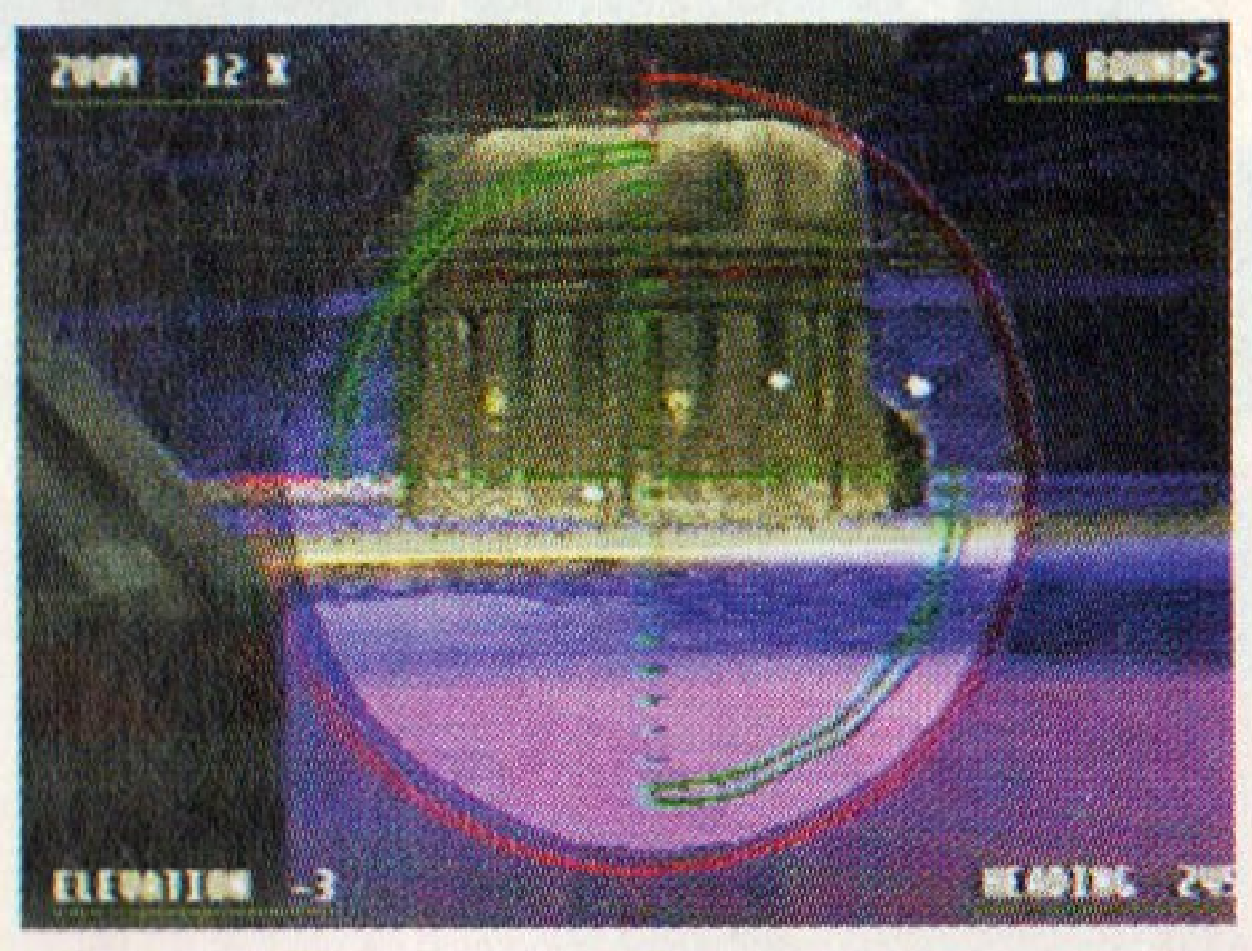
"Ve have vays of making you tell us your secrets, Meester Bond." "Yeah, all right, baldy bonce, but have you seen how good my new game's looking?"

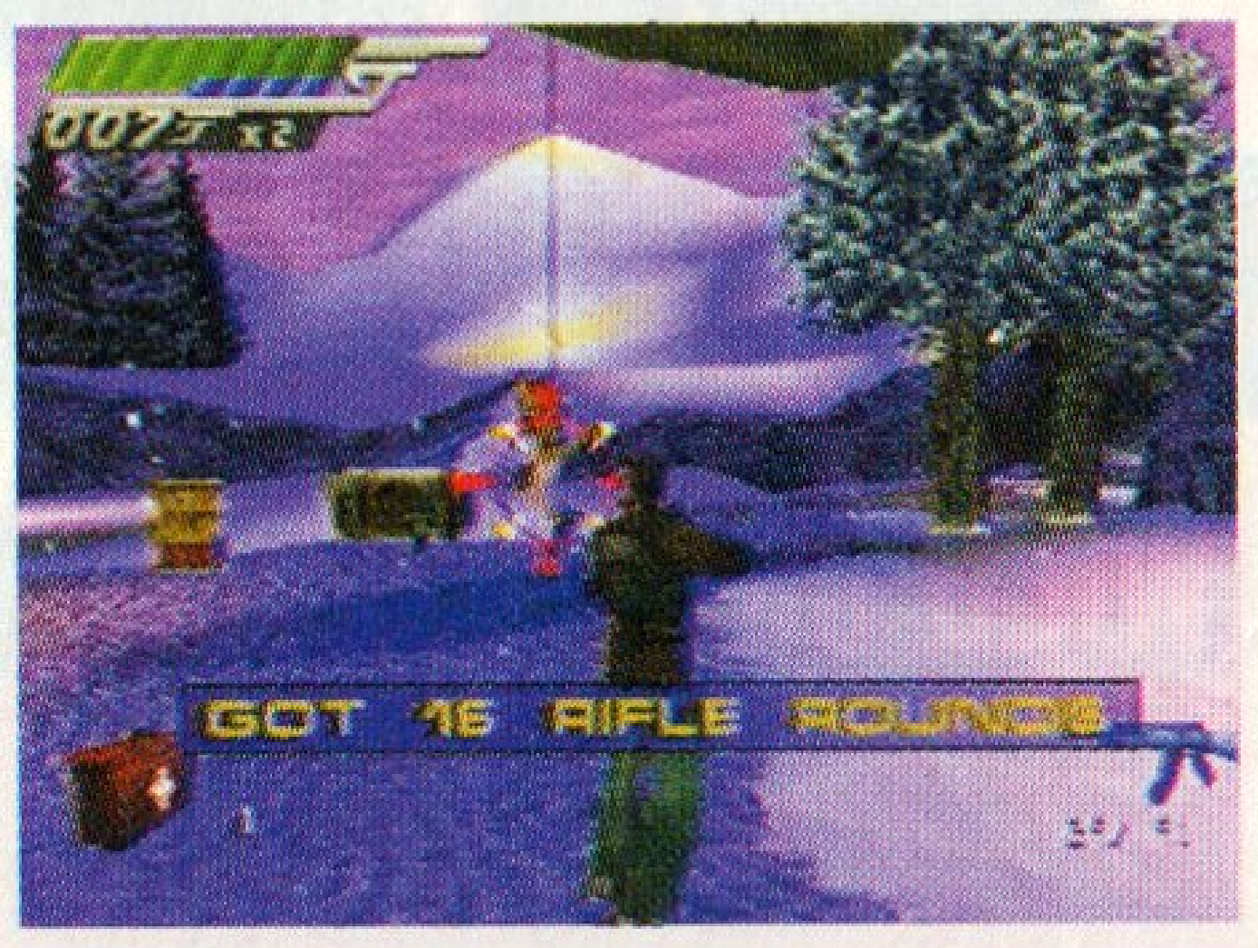
TOMORROW NEVER DIES





NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!





***Goldeneye* still rates as one of the finest N64 moments ever – and it's also *the* definitive Bond game. But it has a new pretender to the 007 crown in the shape of EA's *Tomorrow Never Dies*.**

Unlike *Goldeneye*, *TND* takes the third-person route and resembles, in some ways, *Metal Gear* and *Syphon Filter*. It's actually based on the film, so expect many of the movie's sequences to be recreated by Sony's old box of trickery.

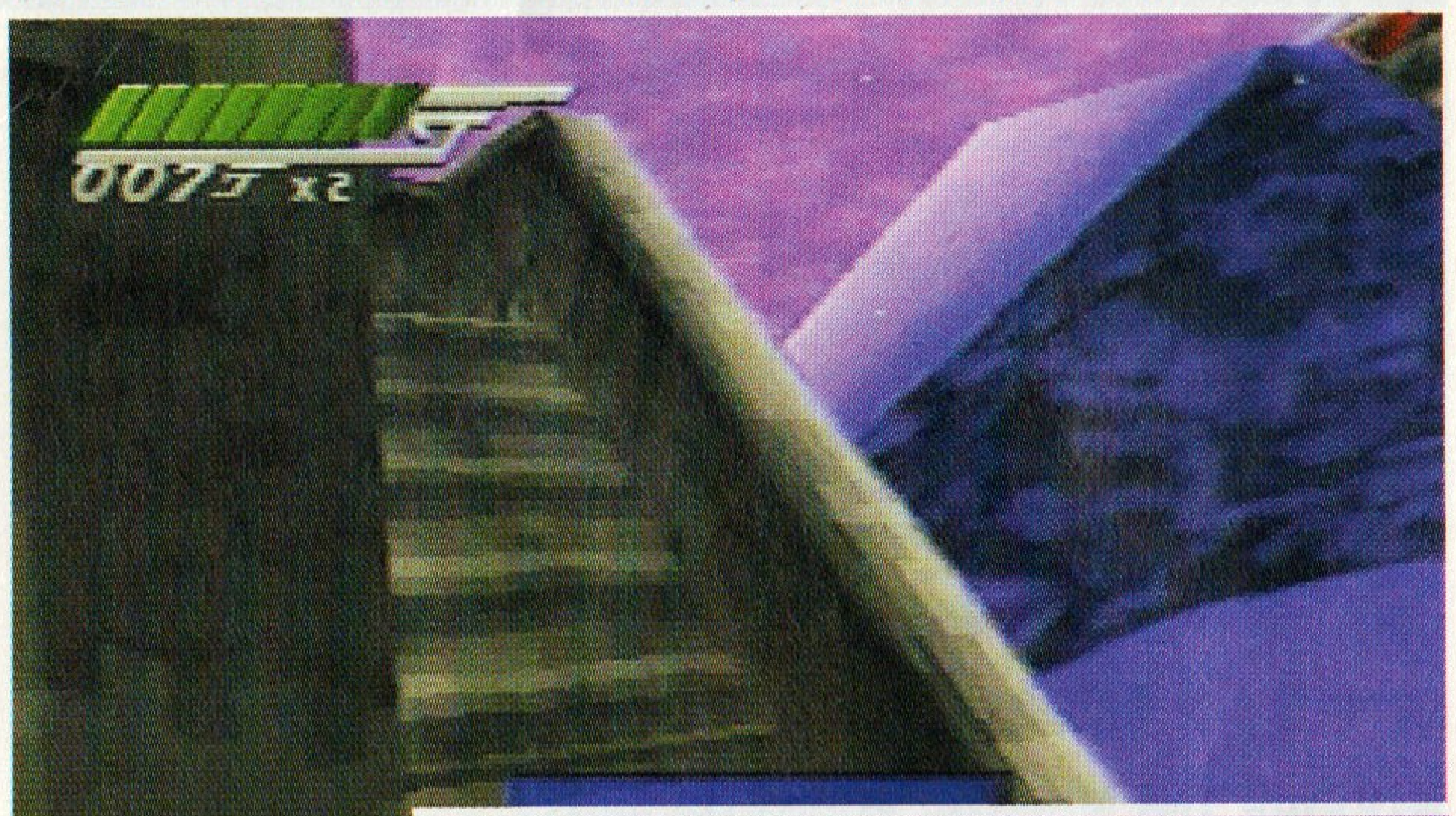
There's plenty of variety in the gameplay, not least because of the three (count 'em) different engines the game uses. The 10 missions are each split into loads of different sections, so in between a bit of stealthy shooting, you'll be skiing, tearing round in a BMW, drinking Martinis, flirting with Miss Moneypenny... (*enough!*)

Rather than just playing Bond himself, some parts of the game see you play as Wai Lin (the girl from the movie). One of the best Wai Lin levels sees you having to tackle a load of enemies in Hong Kong's market district, being careful not to pick off the innocent bystanders in the process. In the skiing sections you have to make it to the end of a course without being bumped off by the parade of baddies on your tail. Smack 'em with a ski pole and get them to plough into trees.

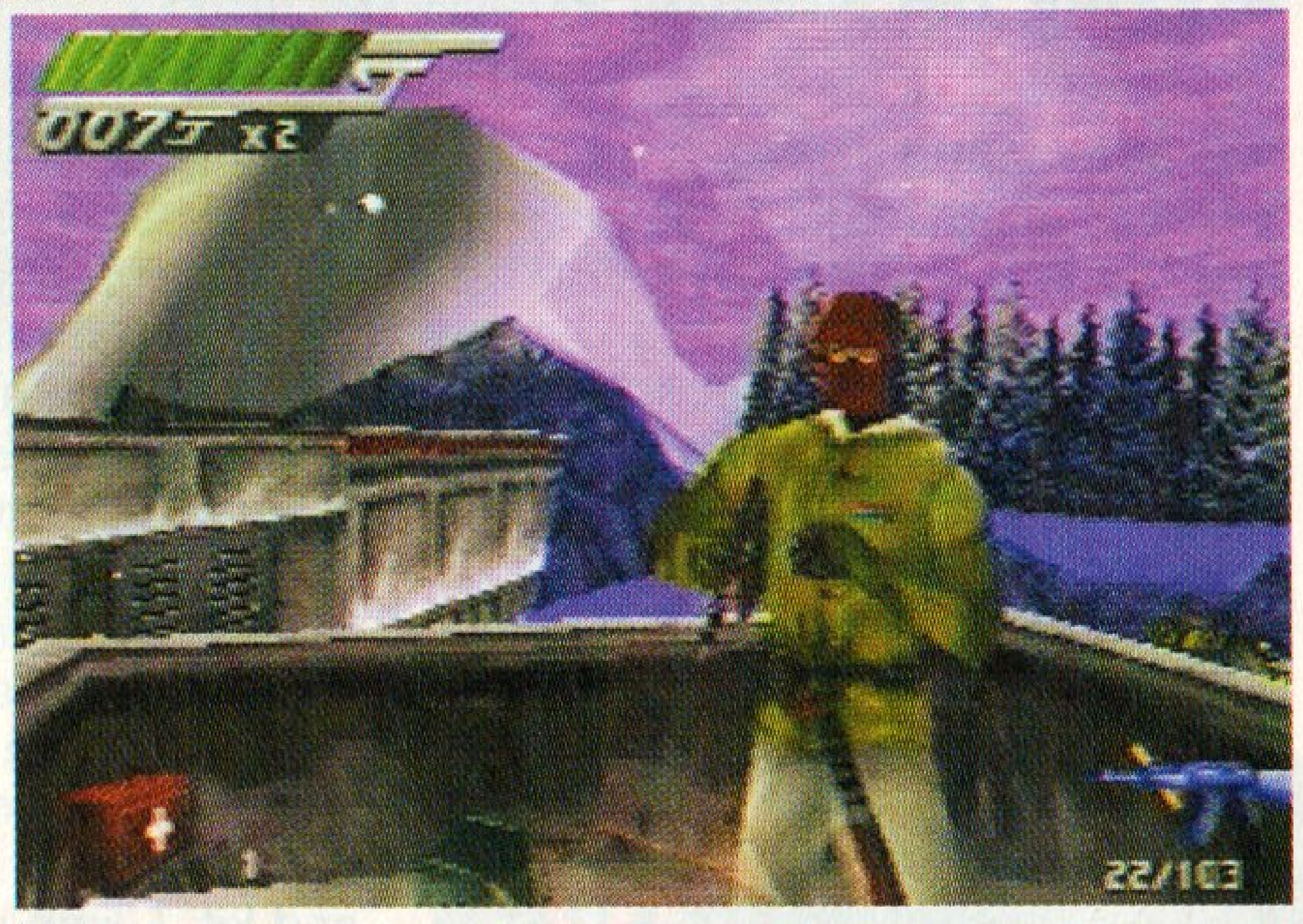
Dozens of gadgets and weapons are on offer throughout the game, including cuff-link detonators and satellite-linked cameras. It won't be able to match *Goldeneye* for its multi-player mode, but then again no-one complained about *MGS being* just a single-player title...

CLOSELY BONDED!

When you get close to an object or building, the view transfers to a sort of semi-first-person perspective.



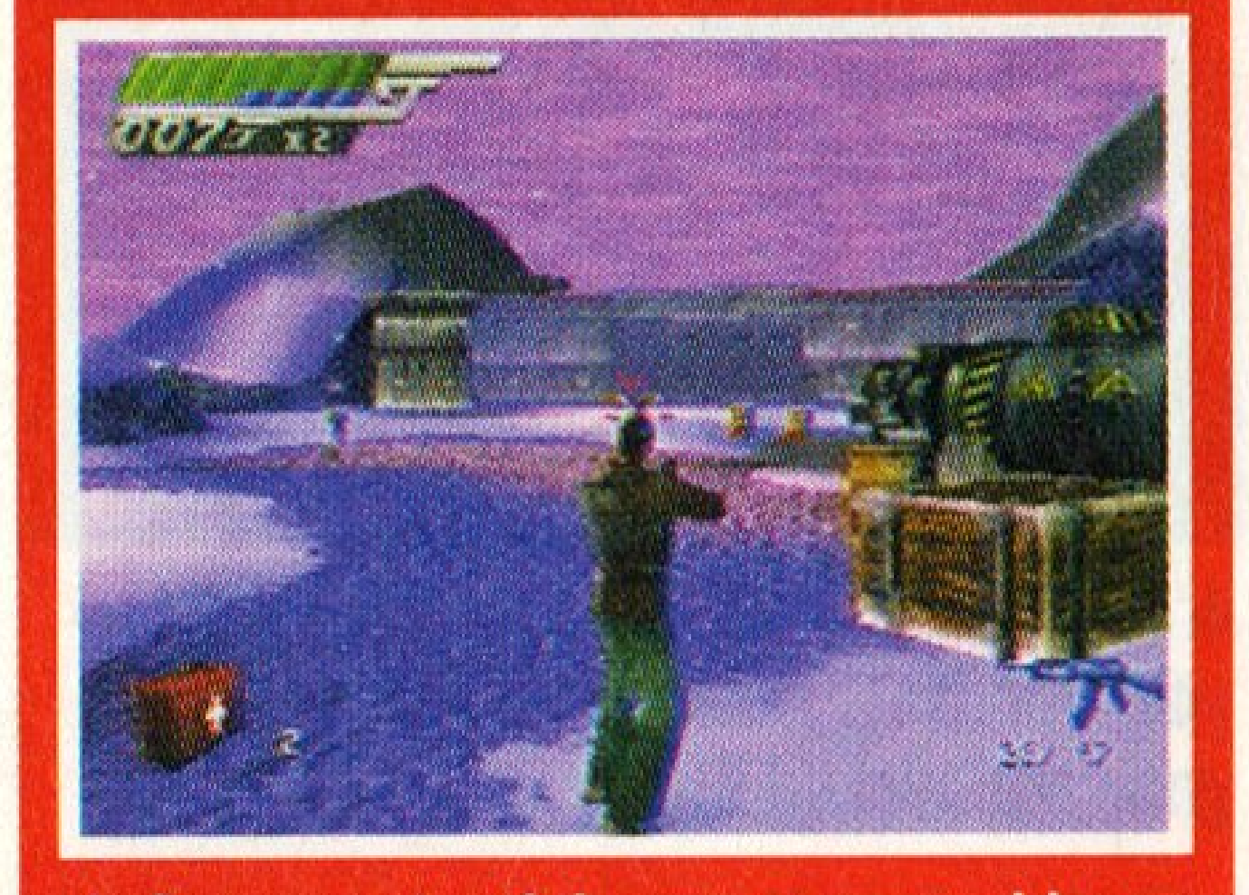
▲ Look out for that wall! The view automatically shifts when you approach.



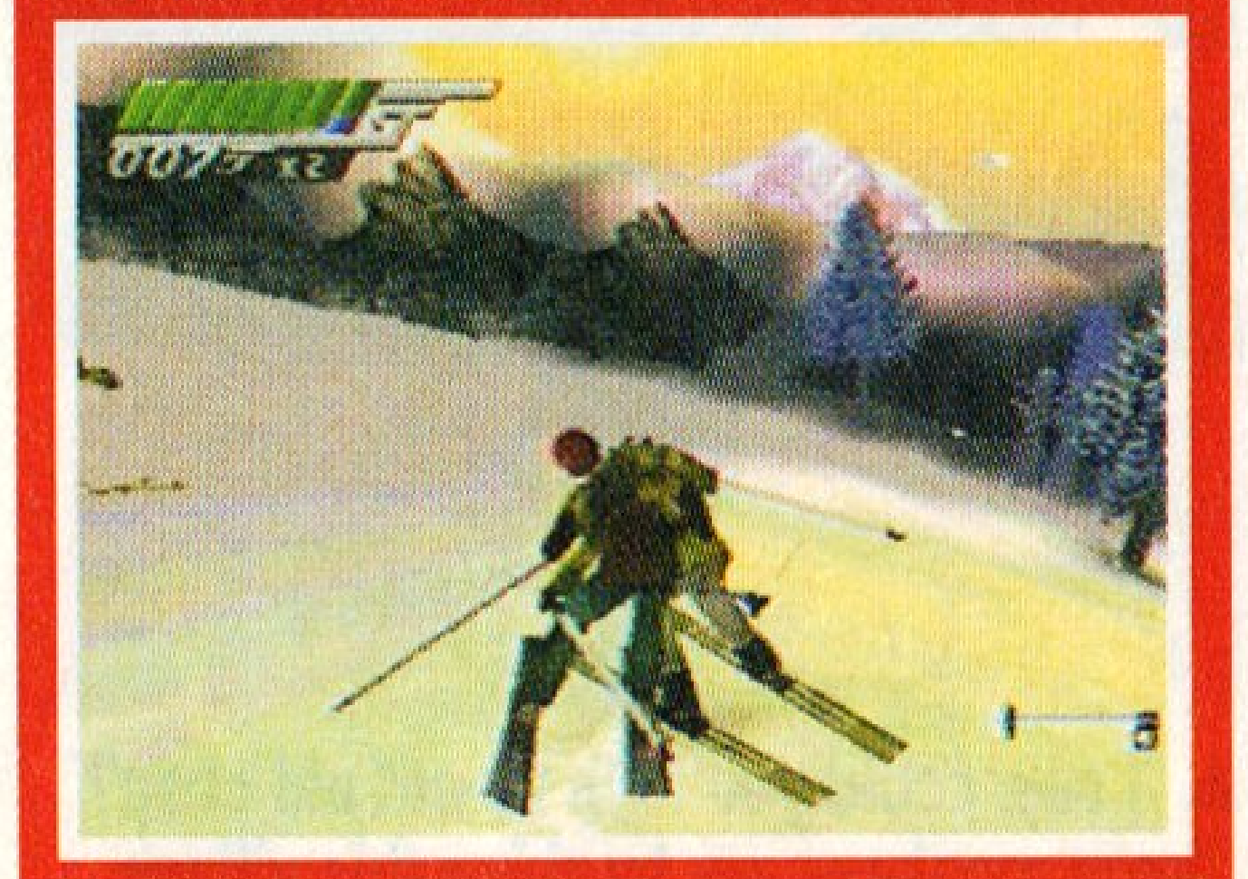
► No more of that, "I can't see a thing 'cos my character's in the blinkin' way!"

BONDED!

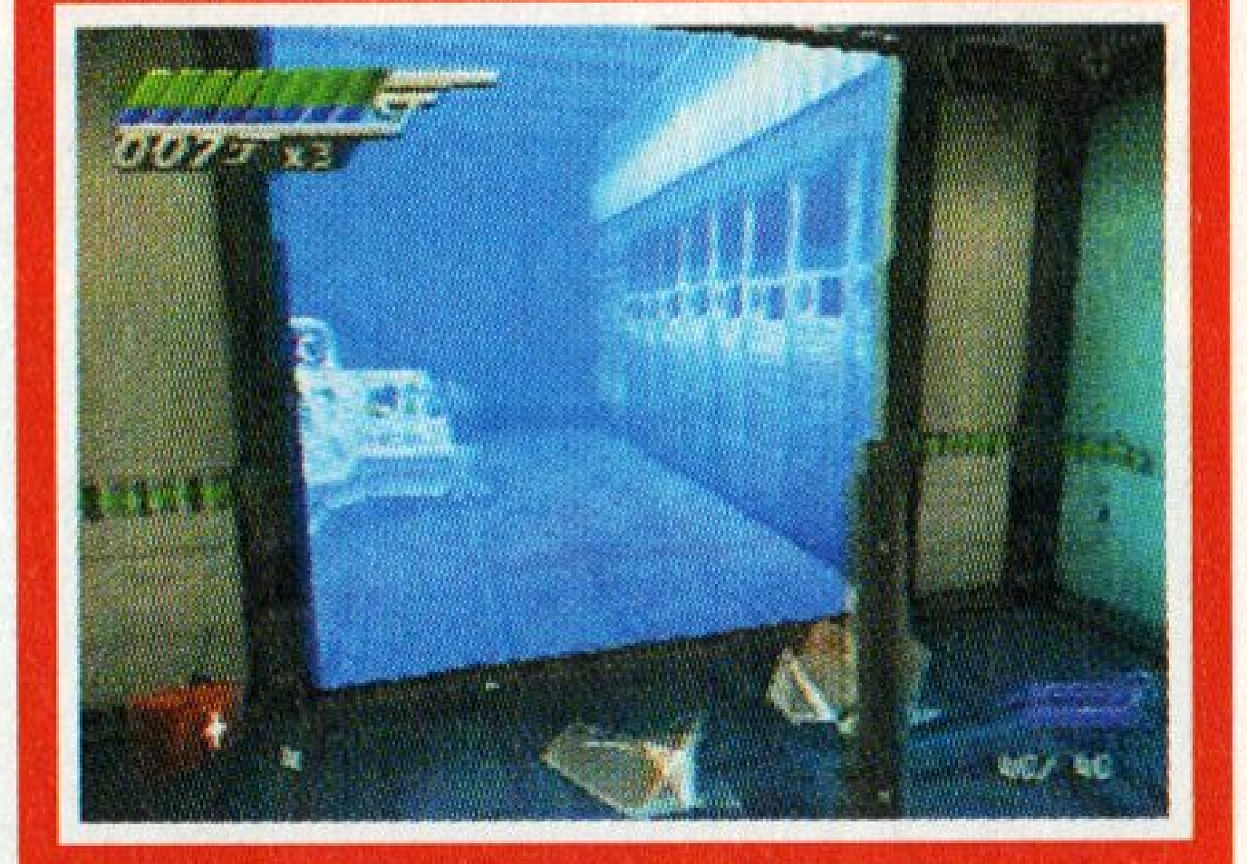
Although running around and shooting stuff makes up the bulk of the game, other sections see Mr Bond downhill skiing and driving.



▲ Some parts of the game resemble a third-person *Goldeneye*.



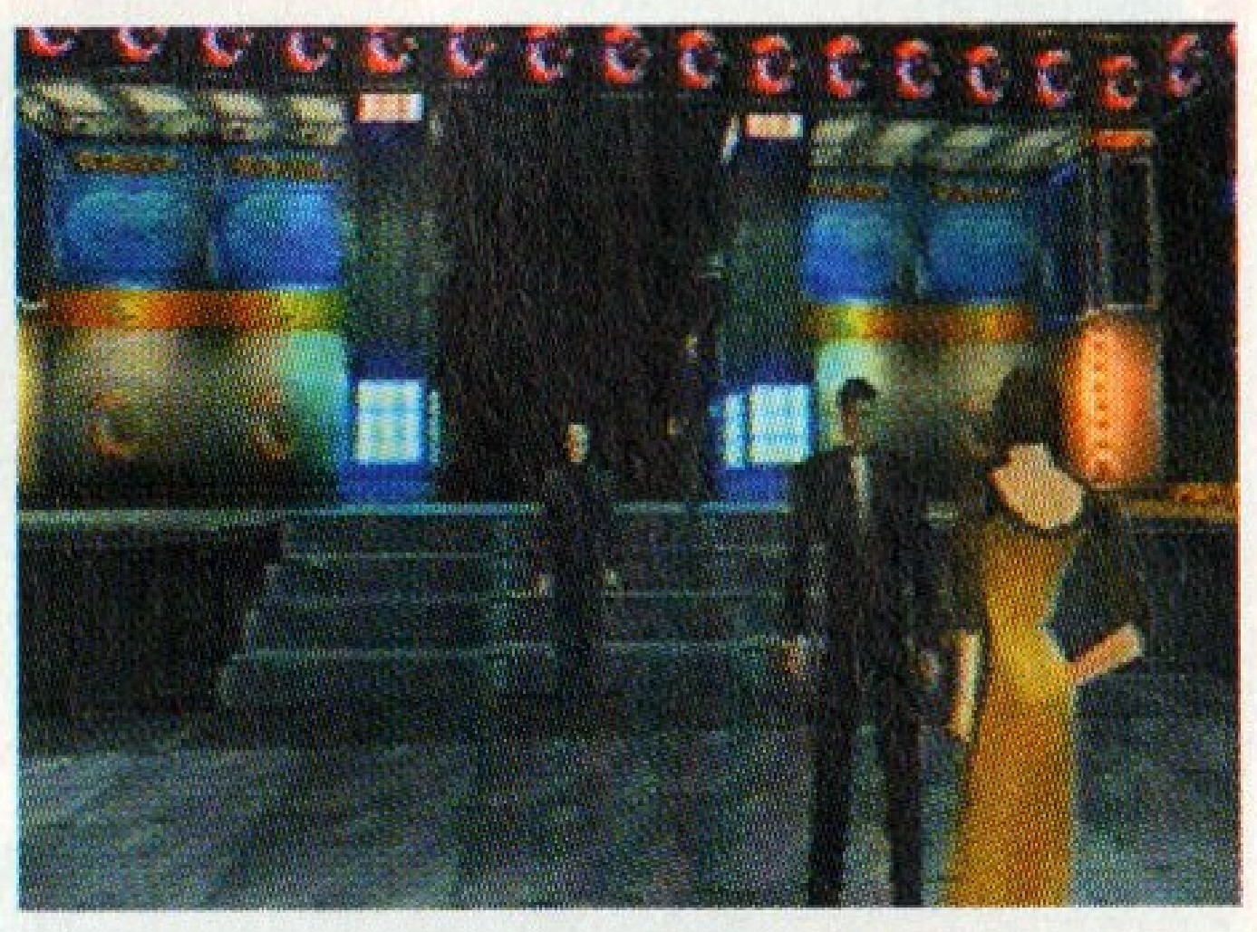
▲ Don't let the fact that you're on some skis stop you from having a ruckus.



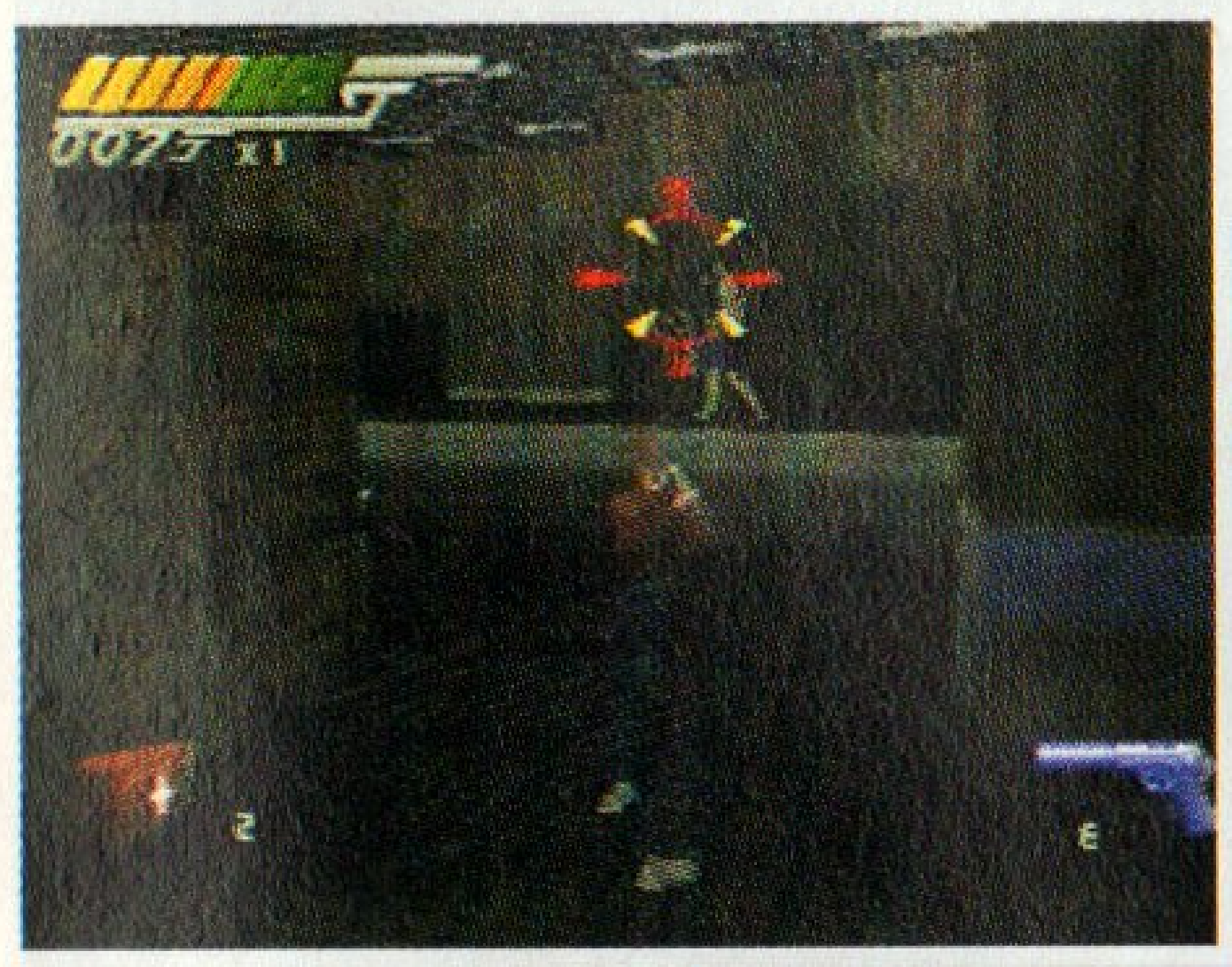
▲ Let's hope there's plenty of variety in the 3D environments.

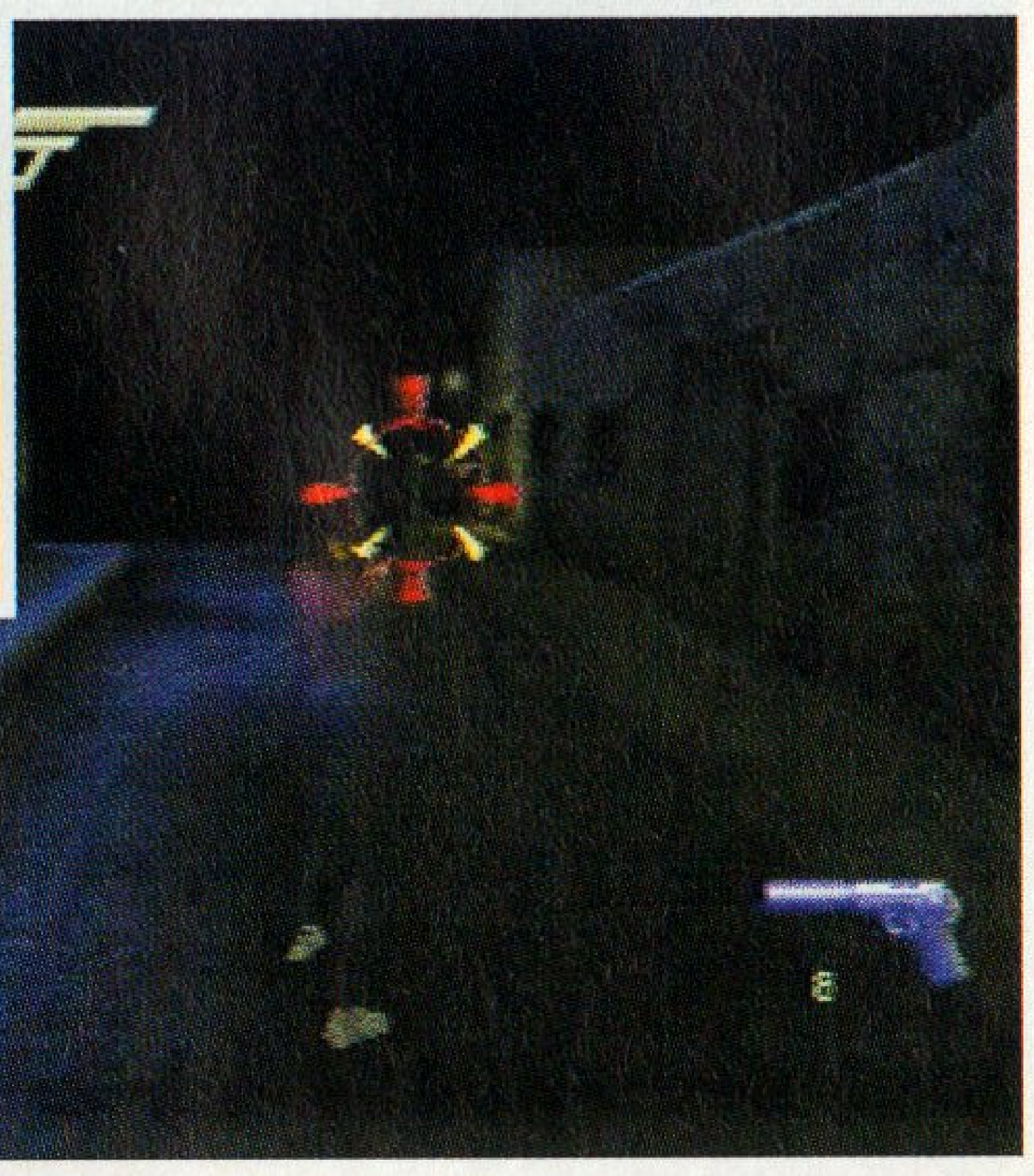
GLOBE TROTTER!

Each of the game's missions have a suitably cinematic feel to them. So after completing a task in a Paris apartment you'll find yourself tearing round the streets of the French capital while dodging enemy cars that are dropping bombs all over the shop. Heck!



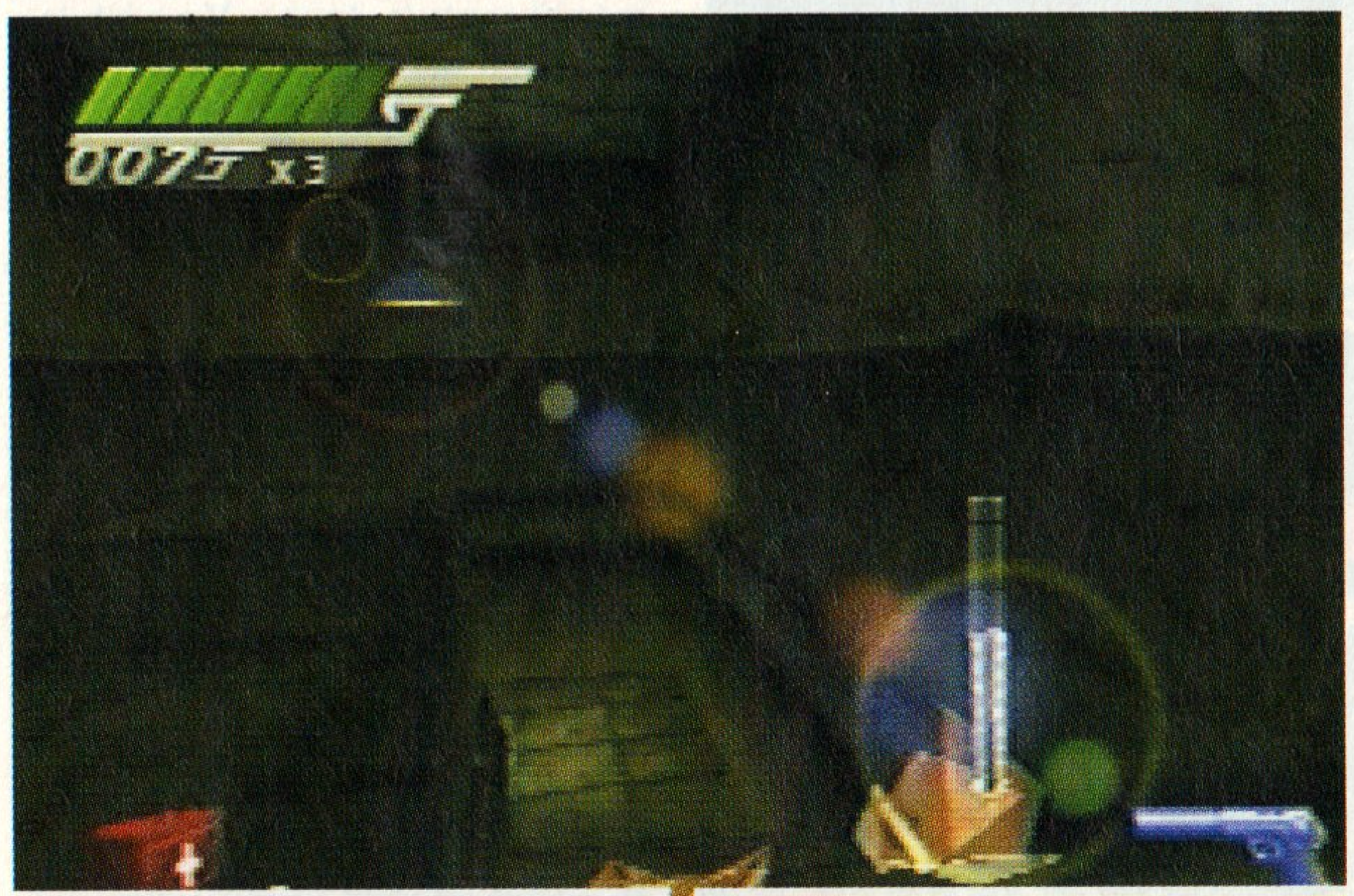
▲ James discusses whether it's bad protocol to wear a DJ while line-dancing.

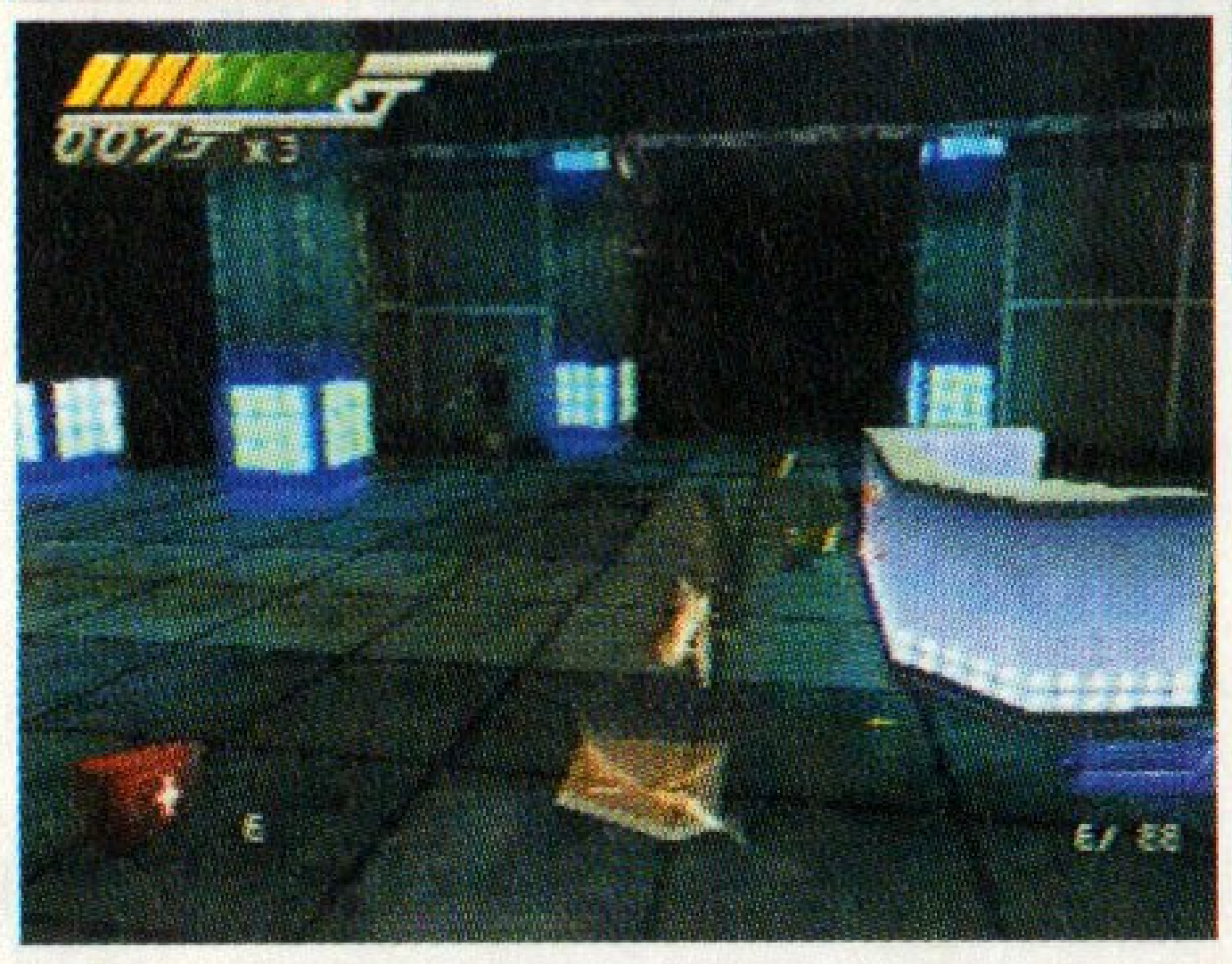


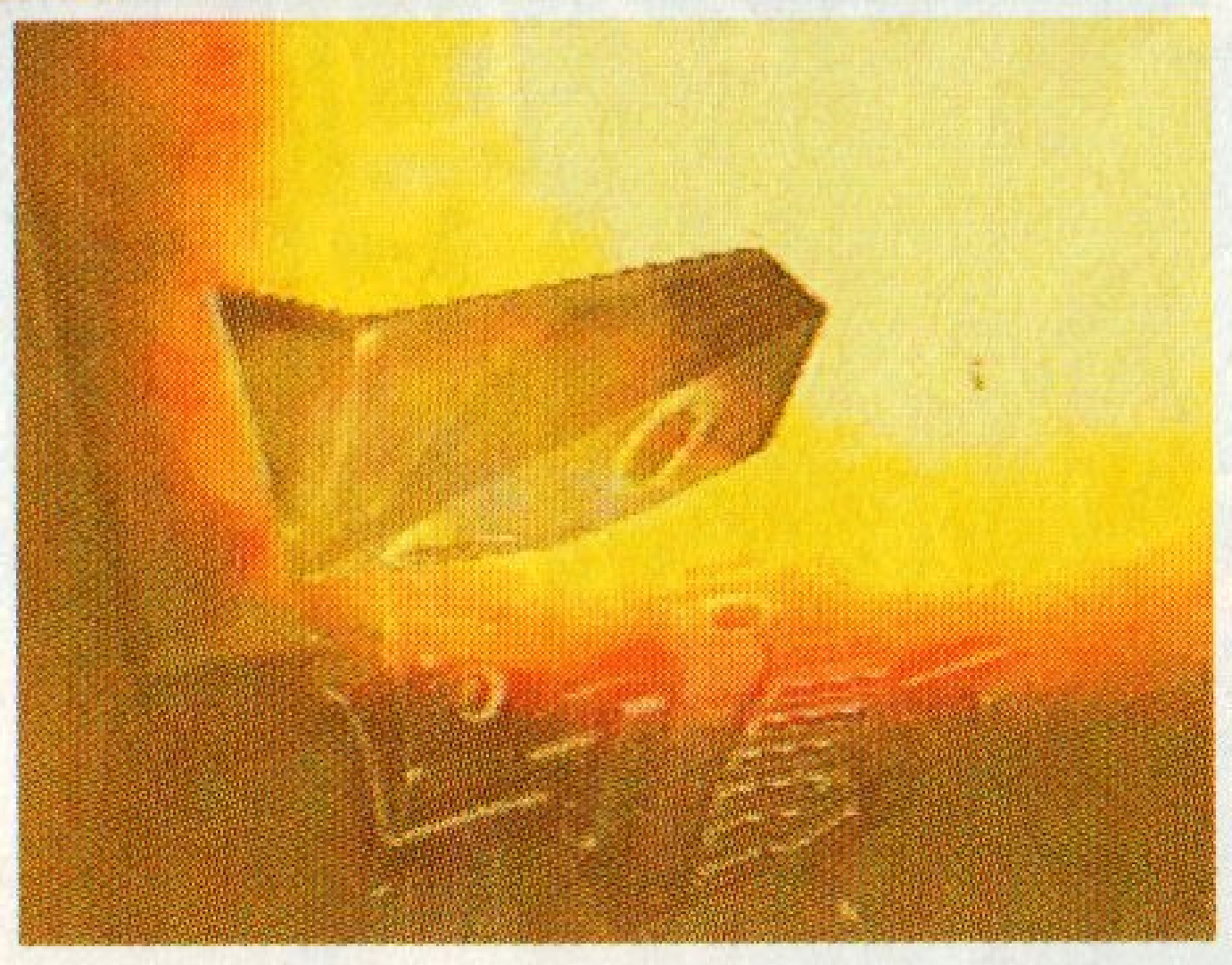


▲ *Tomorrow Never Dies*. Enemies do with a bullet in the head.

► Much of the game resembles the likes of *Syphon Filter*.







GOOD COP BAD COP

+ Bond finally makes it onto the 007-starved PSX and it's three games in one!

– No multi-player games. And will it live up to the PSX's other stealth titles?

WHERE IT'S AT

It's currently in the final stages of development with the AI being the main thing left to be tweaked.

We should have the full low-down on *Tomorrow Never Dies* in the next issue of GamesMaster.

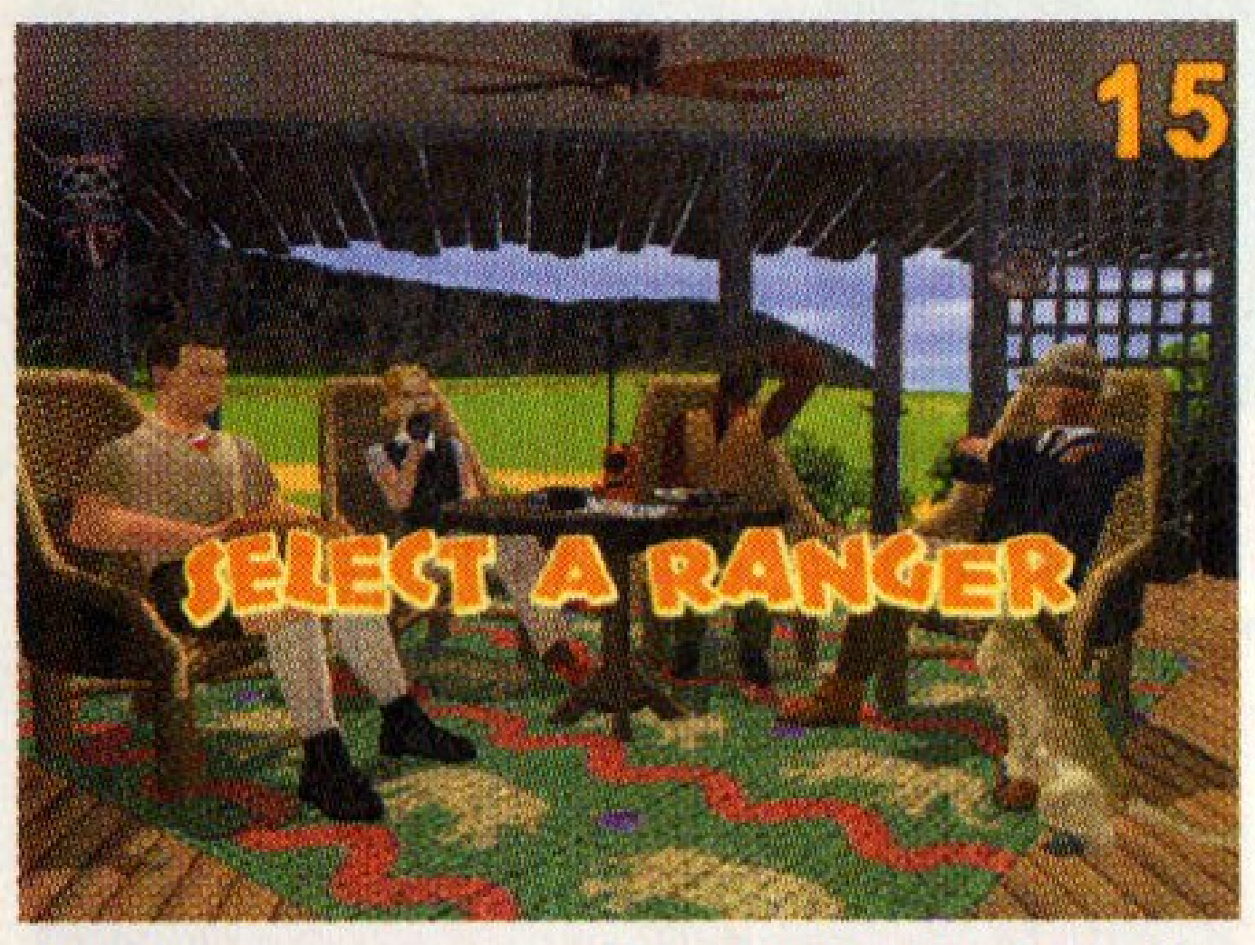
ARCADE DRAMA

VOL #15

"BOOM!"
GENICIDE II
MAIM!
BUDDA!
"BOOM!"

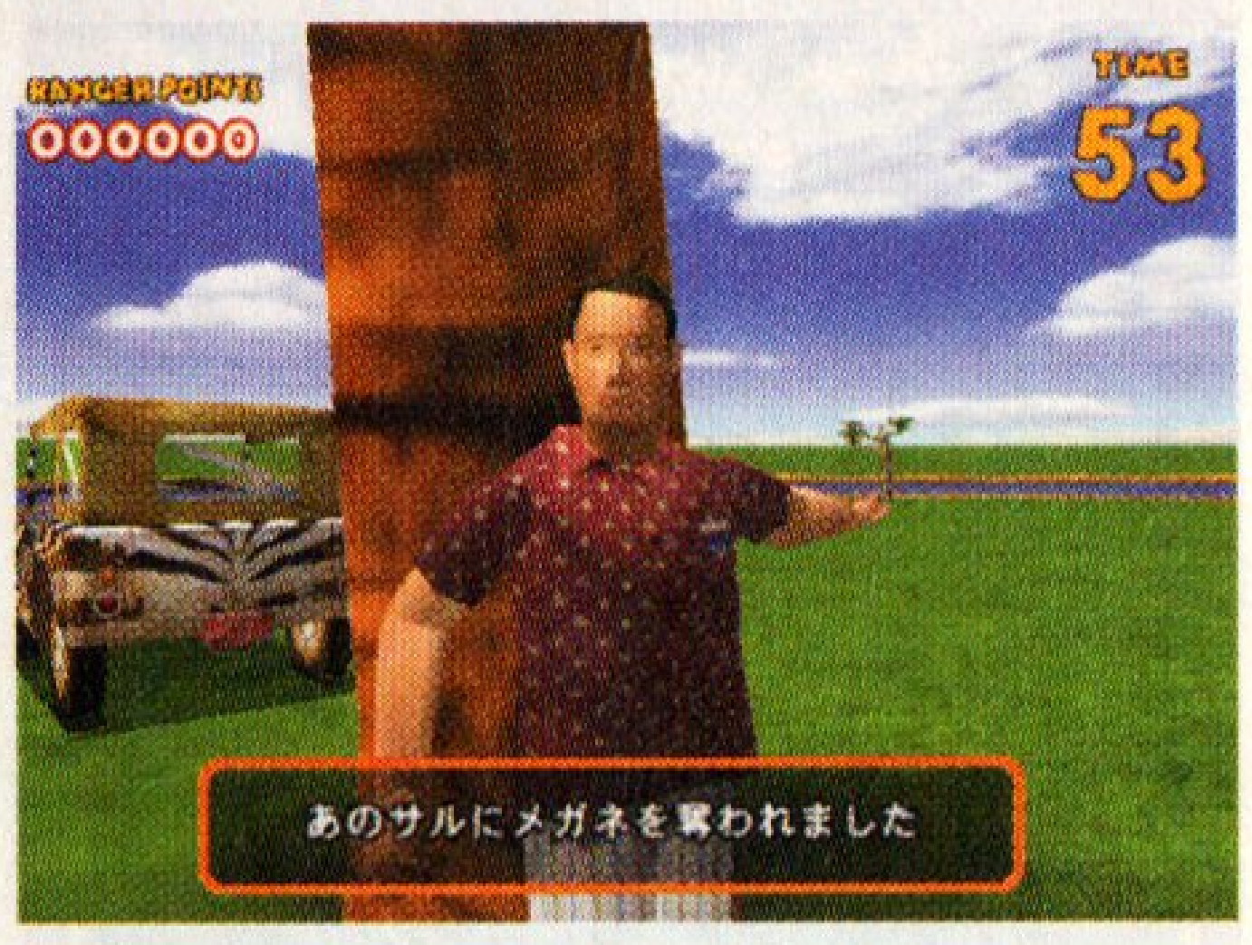
FUTURE GAMES TO FEED YOUR BRAIN!

JAMBO! SAFARI


15
SELECT A RANGER

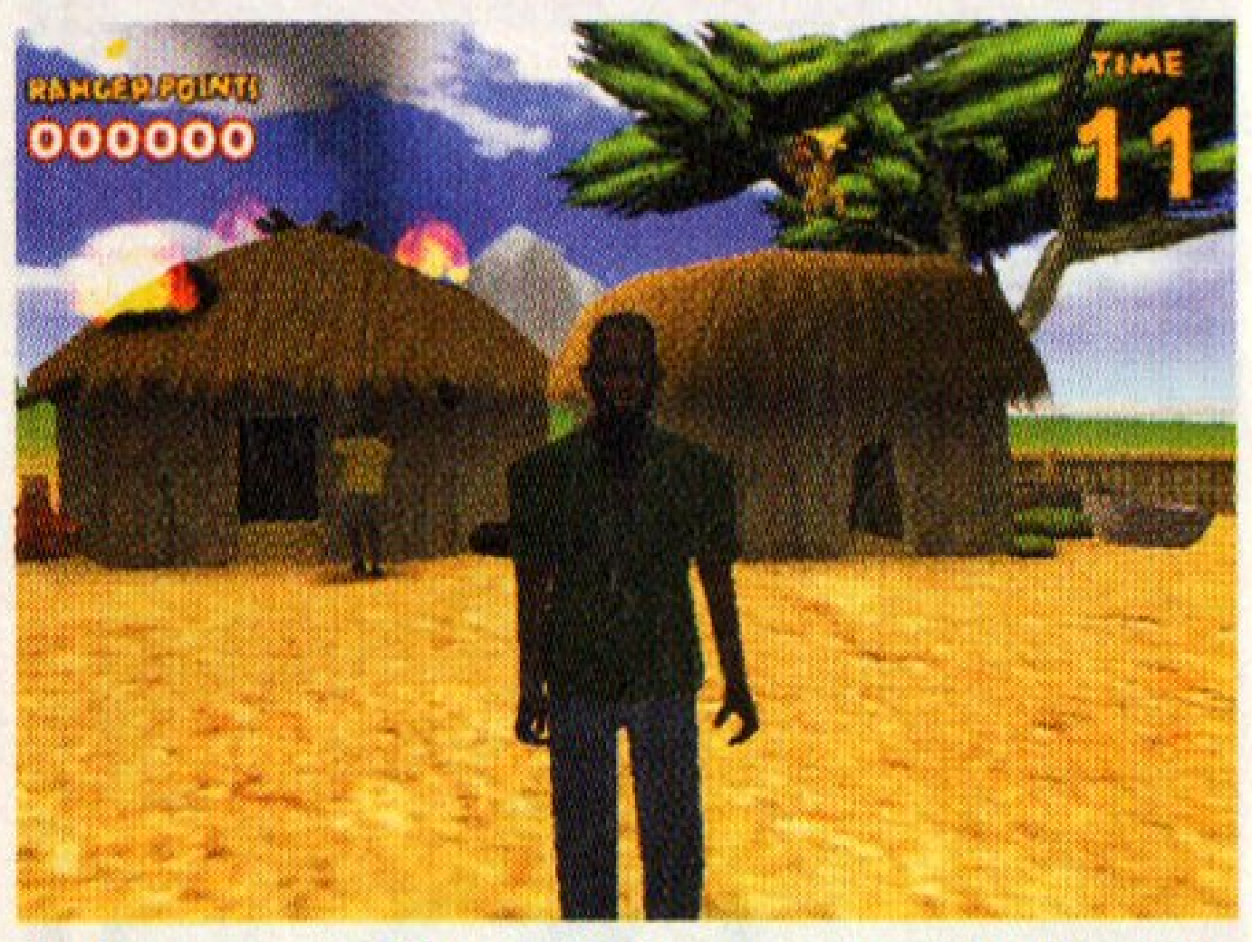
▲ Pick your ranger. Thankfully they're all reformed types, even the Colonel.

OUT: NOW
BOARD: NAOMI
HOME CONVERSION: DREAMCAST (TBC)
SPECIAL FEATURES: LEVER
DEVELOPER: SEGA AM3 R&D
PUBLISHER: SEGA
PLAYERS: 1
TYPE: DRIVING

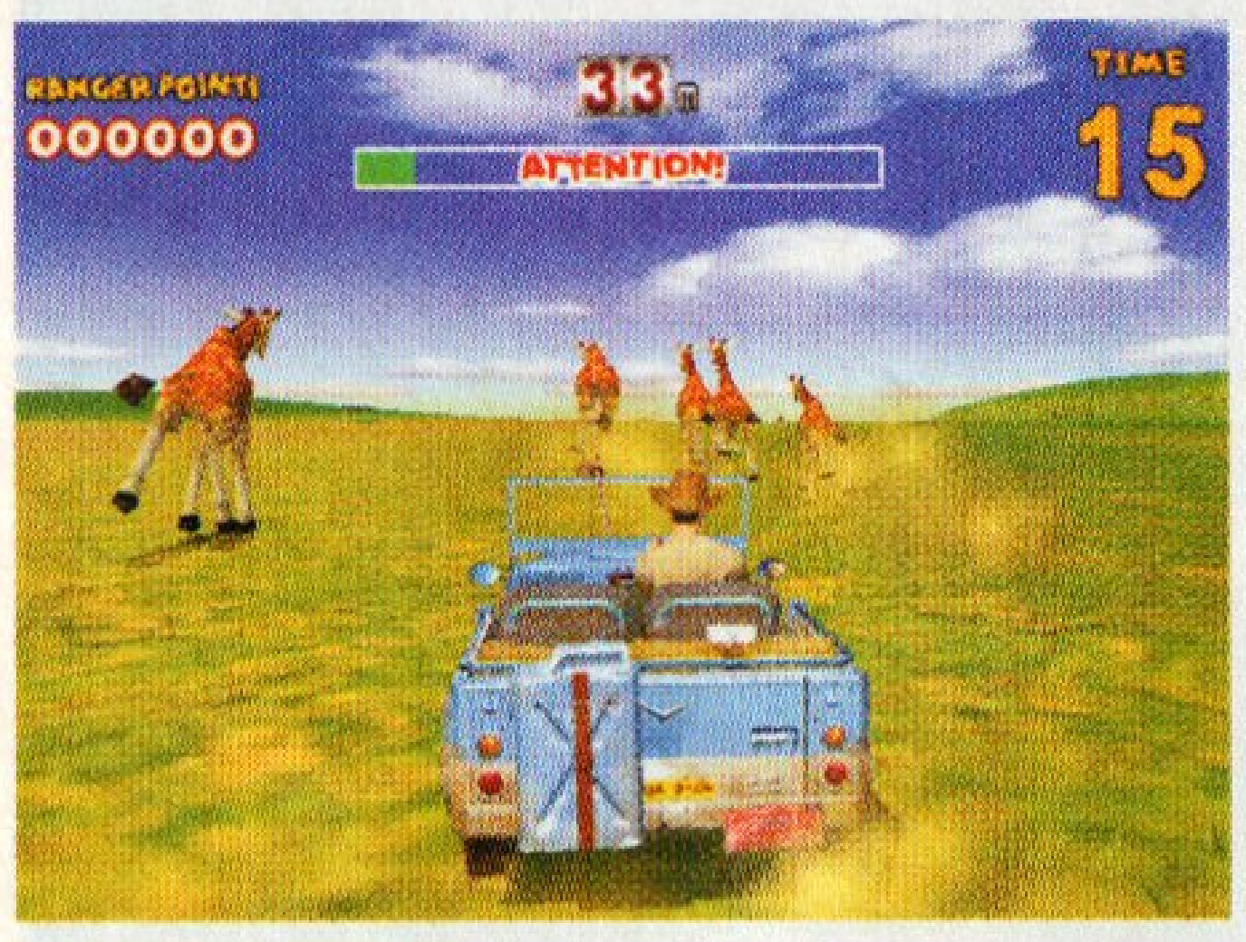

RANGER POINTS
000000
TIME
53

あのサルにメガネを奪われました

▲ Our friendly tour rep will show you to your vehicle… Hang on, some monkey's gone and nicked it!


RANGER POINTS
000000
TIME
11

▲ "I say, could you help us out old chap?" Those monkeys are trashing this village.


RANGER POINTS
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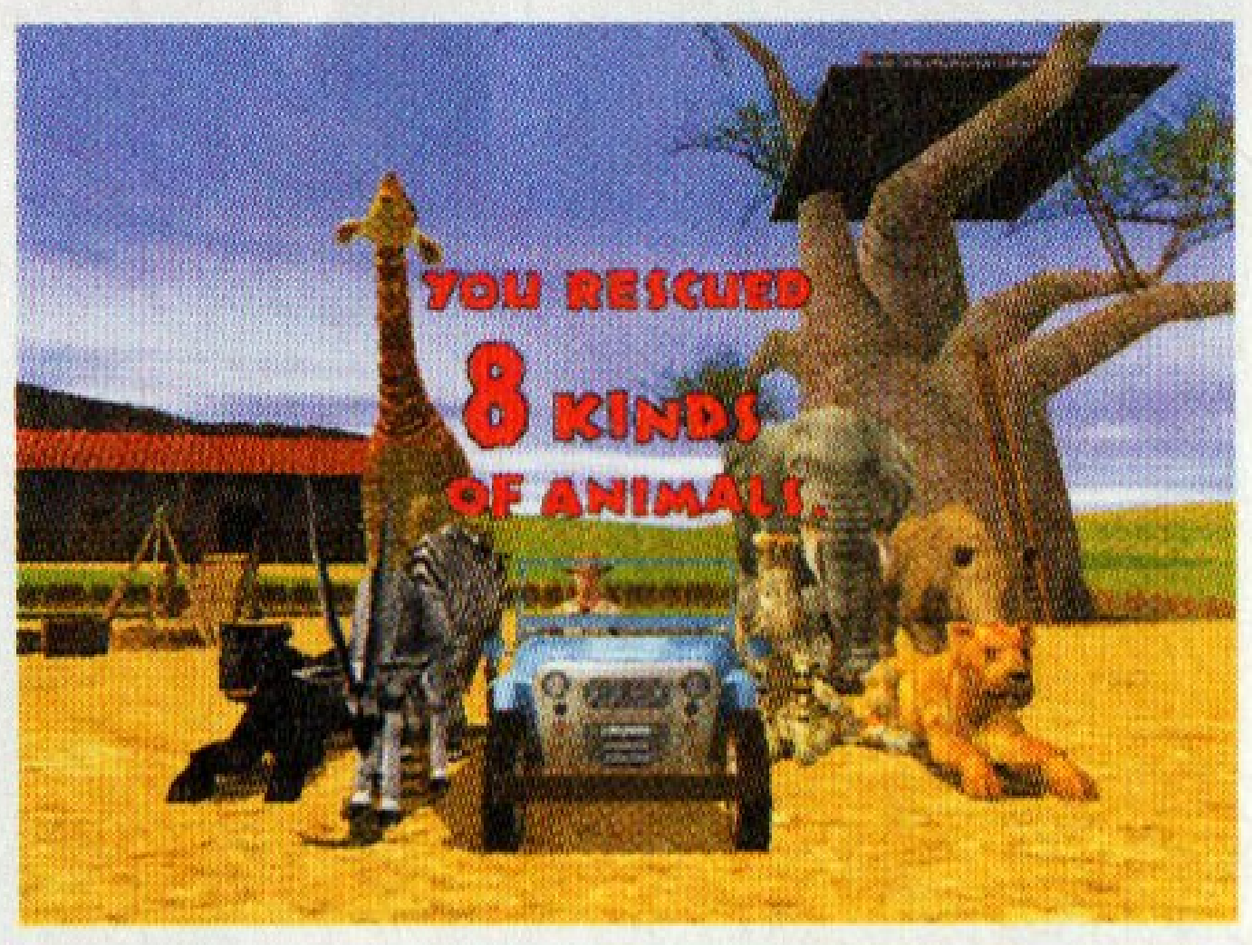
33
ATTENTION!
TIME
15


YOU RESCUED
8 KINDS
OF ANIMALS

Colonial types out for some big game thrills, hurtling across the savanna in 4x4s (minus the gun rack) and bagging the wildlife. Whatever next?

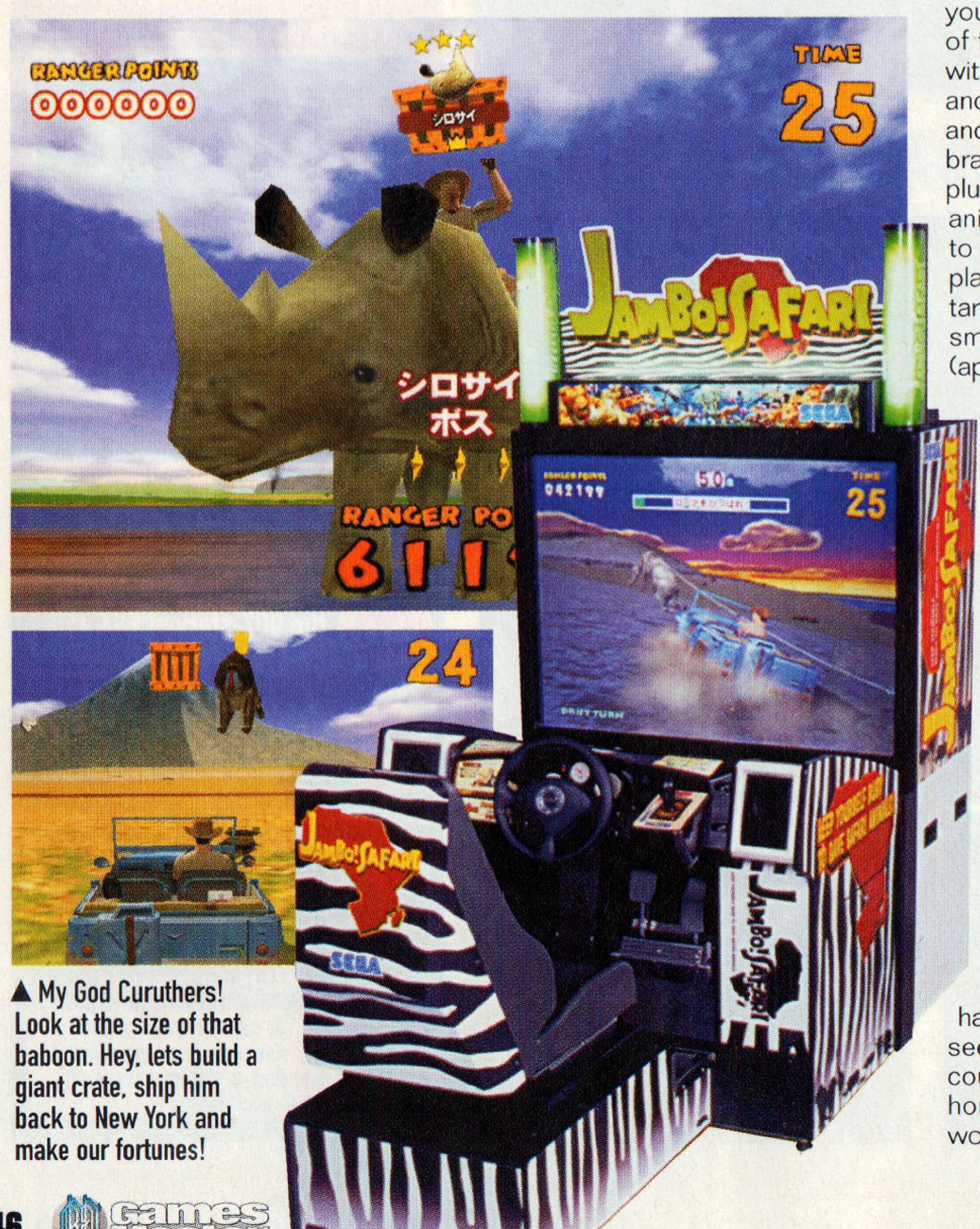
No one says "Ungawa! Tenko! Jumanji!" any more. Try "Jambo!" the cool thing to scream while being trampled by elephants, chewed by lions or playing a new Naomi game…

Describing *Jambo! Safari* as a driving game is a bit like describing *Resident Evil* as a visit to a stately home – accurate, but it doesn't really get across what it's all about. *Jambo! Safari* is an arcade game all about animals, 28 of them to be exact, and your attempts to save as many as possible by chasing them around the savannah in a jeep.

The game begins by giving you the choice of playing as one of four park rangers, each one with their own customised jeep and kit. Climb aboard the cabinet and you get the usual wheel, brake and accelerator controls plus a lever that activates your animal capture device. Your job is to cane it across the African plains after selected animal targets. You start off with the smaller animals like monkeys (apparently they've made off with a tourist's glasses) but pretty soon you'll work your way up to giraffes and eventually even elephants.

It's not enough just to be able to navigate through the bumpy terrain (you do get a proximity radar to guide you) as you also have to net your chosen prey while on the move. All this is made more difficult by the fact that you're working against the clock – one mis-throw of the net or failed attempt to reel your target in could prove costly.

In Beginner Mode you'll get some instruction on what to do, but move up to Expert and things get decidedly tougher. While no conversion has been announced, GM can't see any reason why *Jambo! Safari* couldn't make it onto Sega's home format. The question is, would anyone buy it…


RANGER POINTS
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RANGER PO
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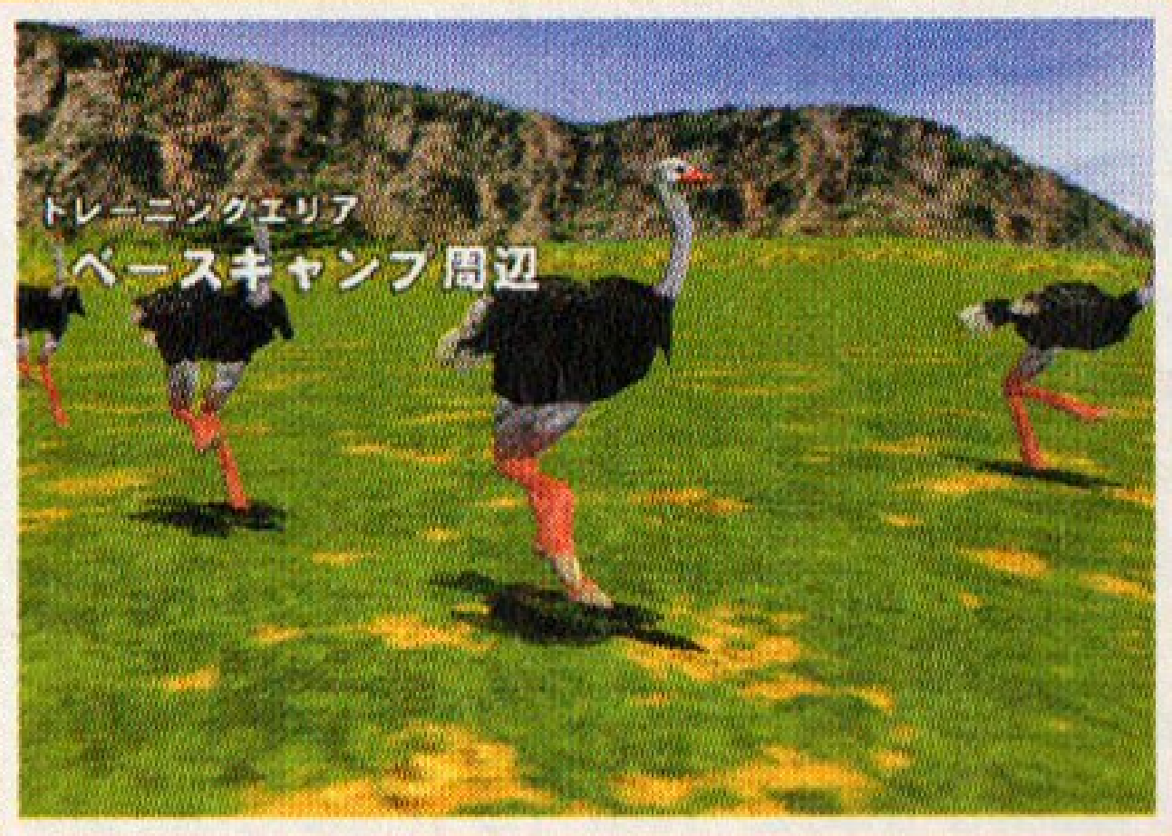
24
JAMBO! SAFARI
SEGA
042199
50
25
JAMBO! SAFARI
SEGA

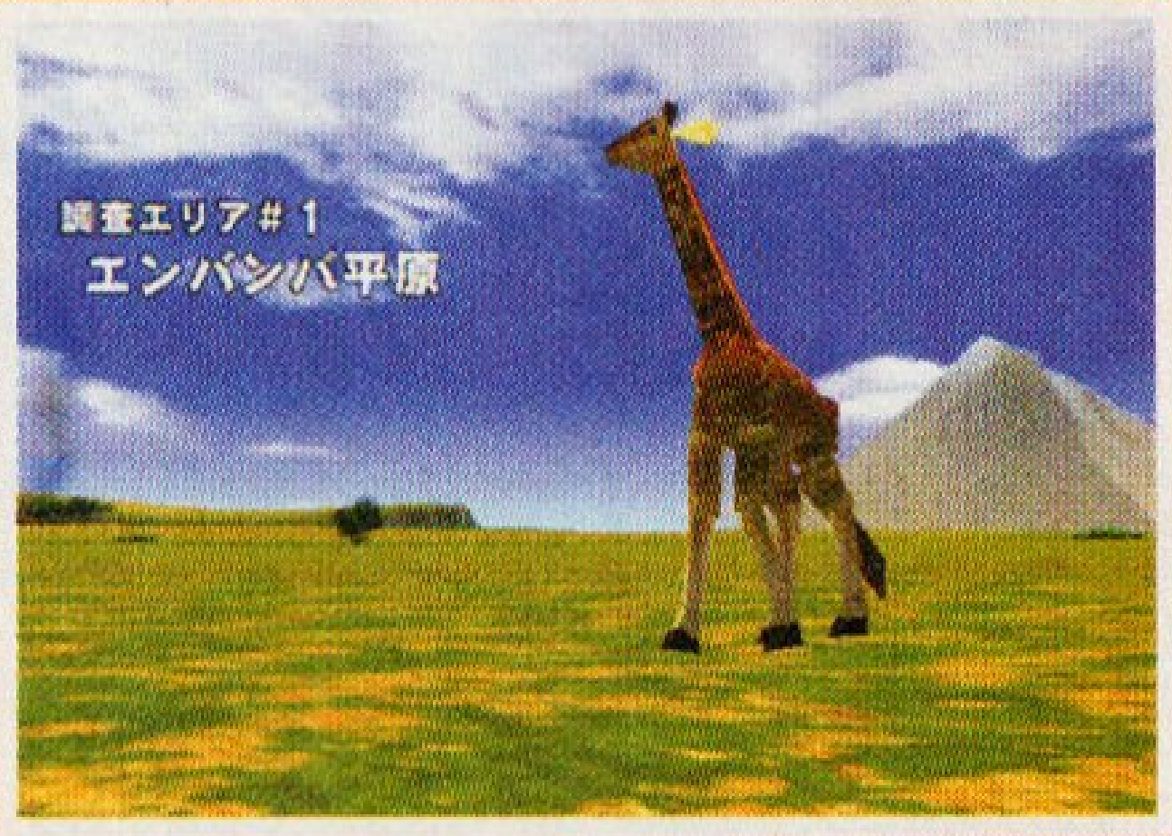
▲ My God Curuthers! Look at the size of that baboon. Hey, lets build a giant crate, ship him back to New York and make our fortunes!

WILD GAME!

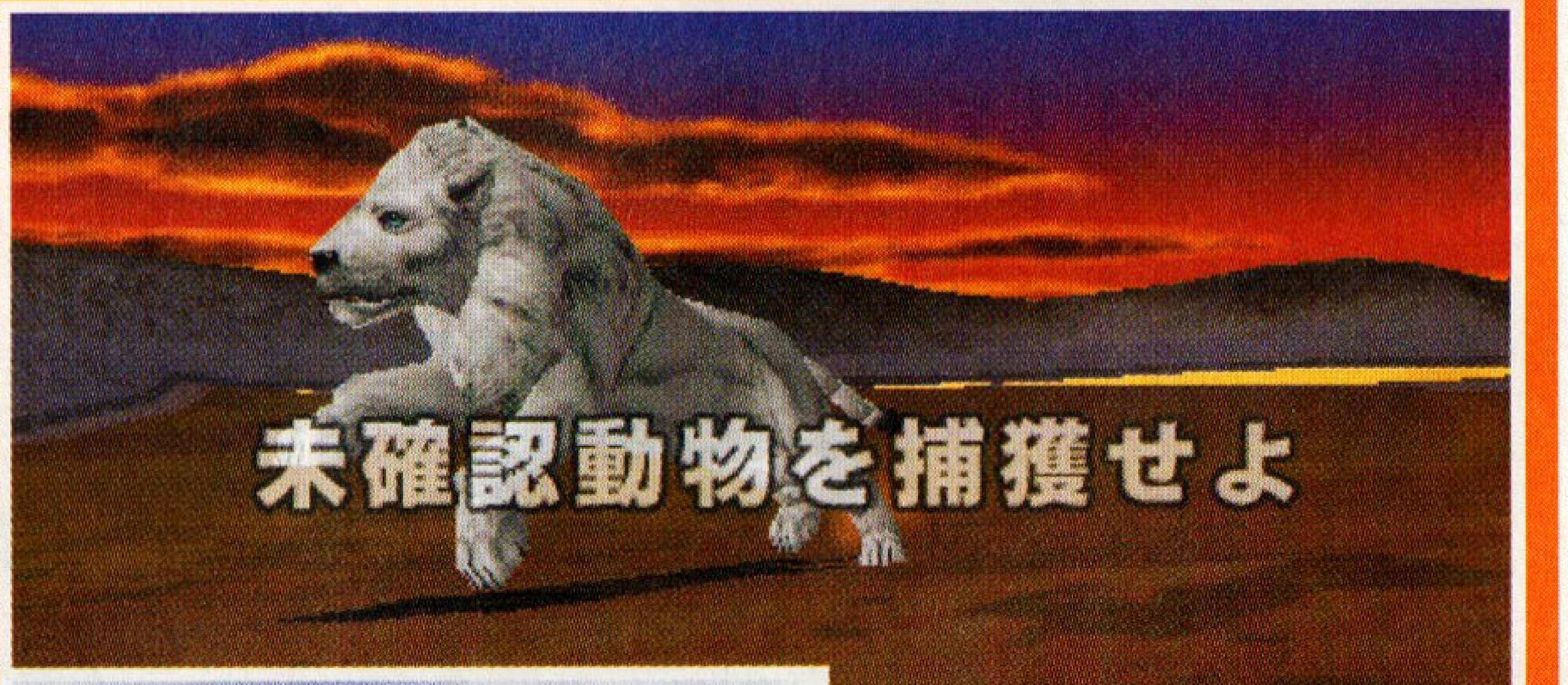
There are 28 animals in total and to beat each level you'll have to capture a certain quota in the time allowed. At the end you'll be shown how many the creatures you've 'saved'.


トレーニングエリア
ベースキャンプ周辺

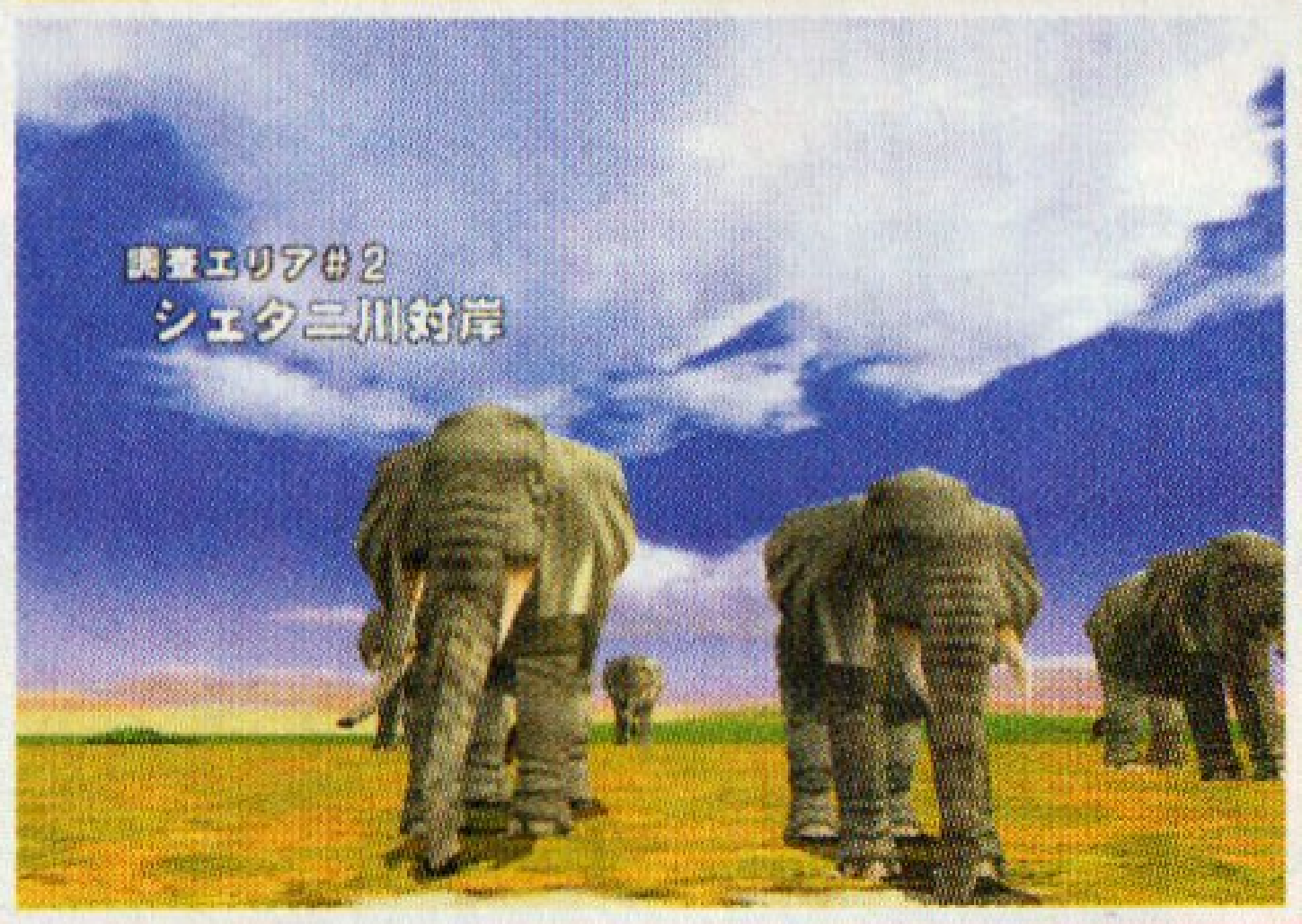
▲ These ostriches may look like netfodder but apparently they can run.


調査エリア＃１
エンバンバ平原

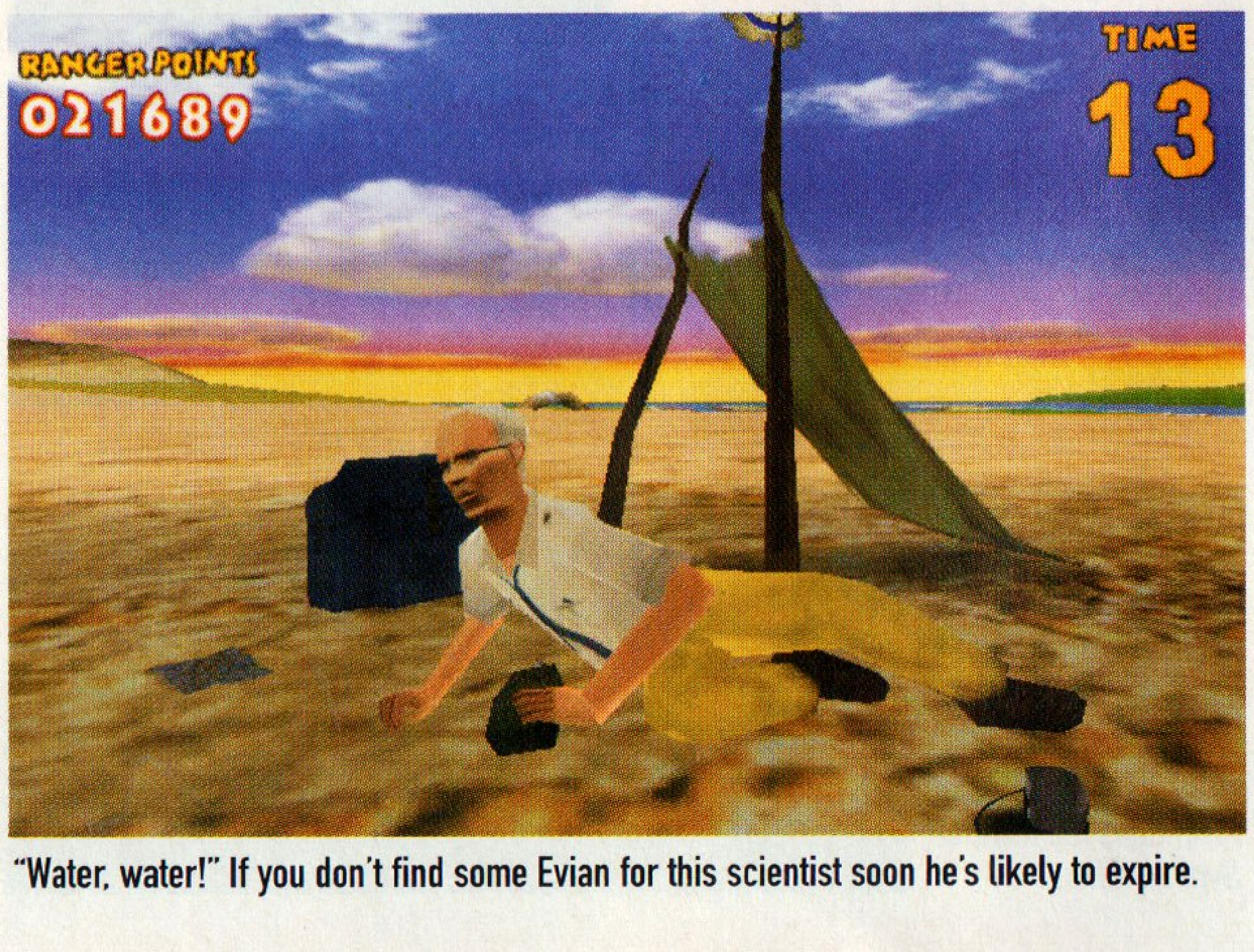
▲ You'll need a long old rope and a heavy foot to lasso this sucker.


未確認動物を捕獲せよ

▲ Perhaps a sack of industrial strength catnip can tempt the maned one your way.


調査エリア＃２
シェタ二川対岸

▲ Jumbo here is the boss. Chasing elephants in a jeep should NOT be attempted in real life.


RANGER POINTS
021689
TIME
13

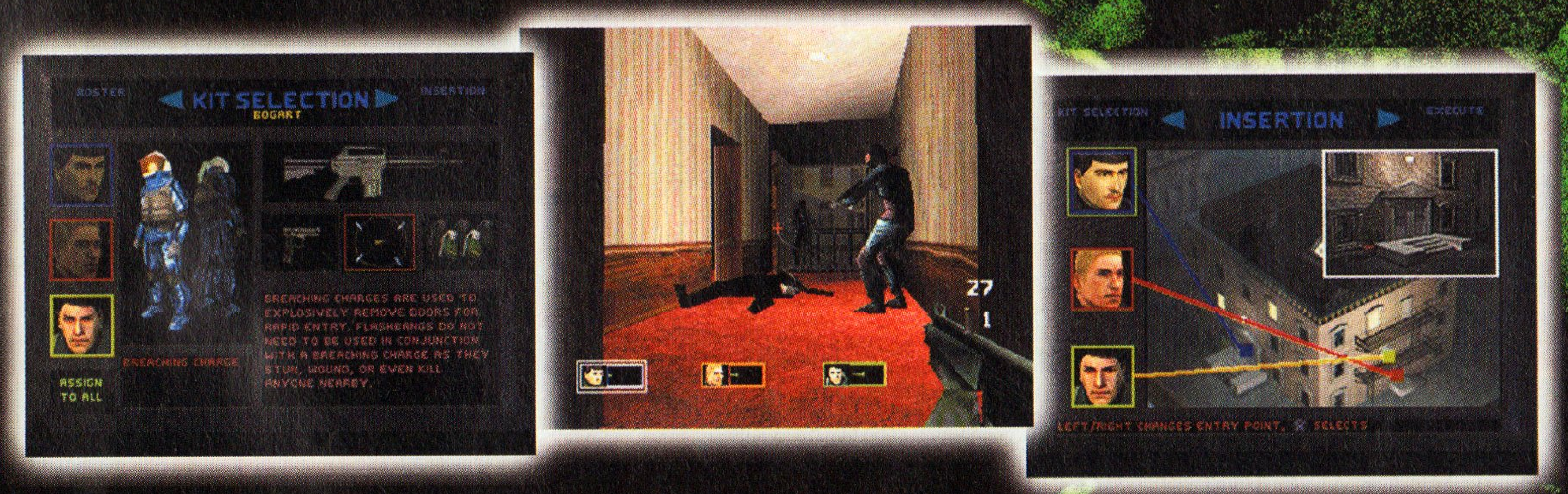
"Water, water!" If you don't find some Evian for this scientist soon he's likely to expire.

Tom Clancy's
RAINBOW SIX

The Fate of the World is in Your Hands!

A unique blend of strategy and stealth. PlayStation specifics include a sniper rifle and night vision stealth missions. N64 version supports Rumble Pak.

...Be Glad You Have a *PAUSE* Button.



BREACHING CHARGES ARE USED TO EXPLOSIVELY REMOVE DOORS FOR RAPID ENTRY. FLASHBANGS DO NOT NEED TO BE USED IN CONJUNCTION WITH A BREACHING CHARGE AS THEY STUN, WOUND, OR EVEN KILL ANYONE NEARBY.

LEFT/RIGHT CHANGES ENTRY POINT, ✕ SELECTS

www.redstorm.com

www.take2games.com

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You just can't leave them alone.

ATARI

CENTIPEDE
MISSILE COMMAND
pong
Q*BERT
THE NEXT TETRIS
GLOVER
PlayStation
ATARI

Six action-packed new games from Atari. You won't be able to keep your hands off them.

PlayStation

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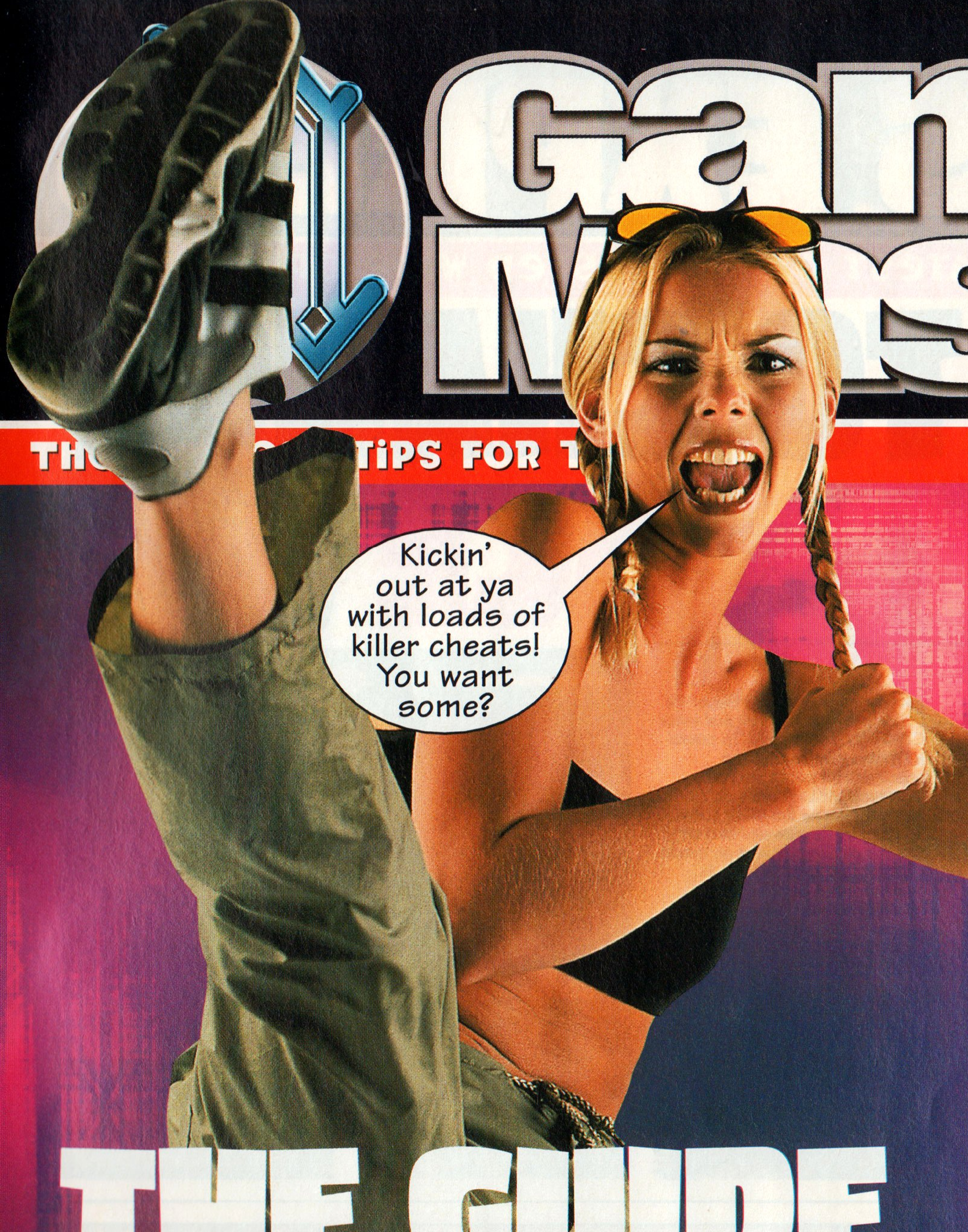
www.atari.com

HASBRO Interactive

GamesMaster TIPS

TH TiPS FOR T

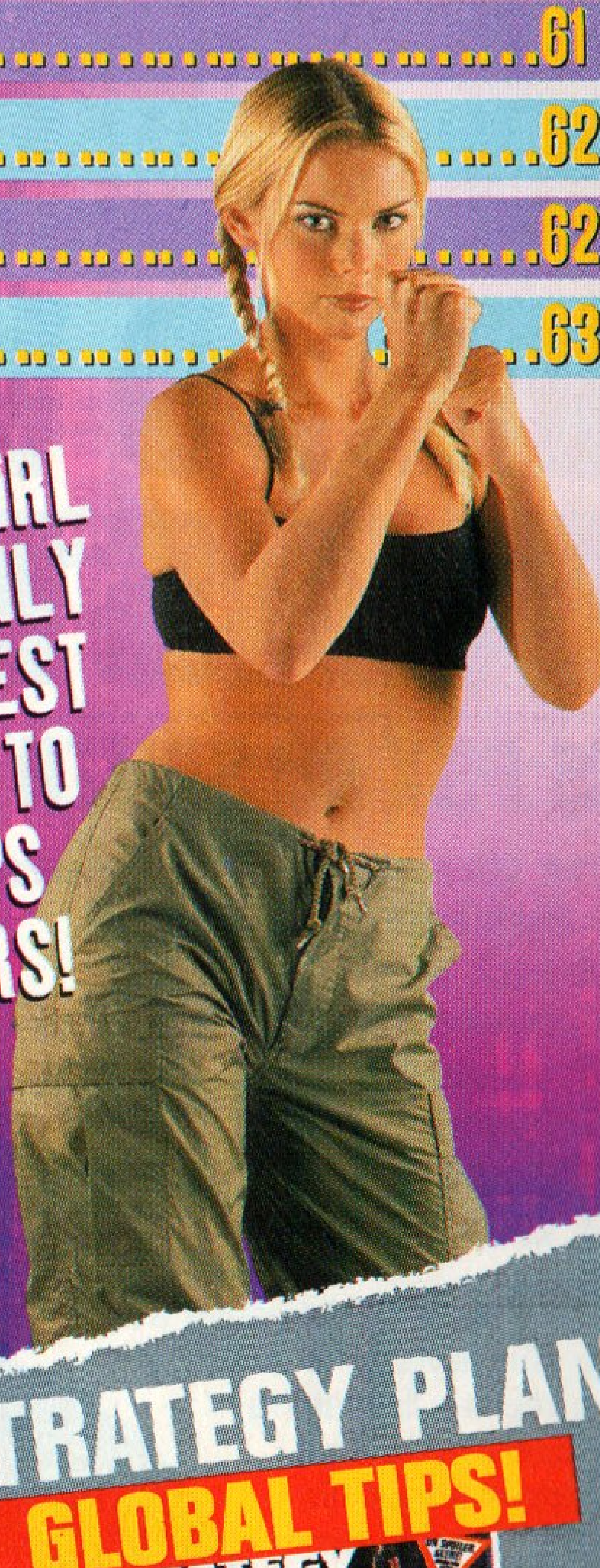

Kickin' out at ya with loads of killer cheats! You want some?

WWF Mayhem (PSX) 50
South Park (PSX) 50
Dino Crisis (PSX) 50
NFL 2000 (PSX) 51
Madden 2000 (N64) 51
Ready 2 Rumble (DC) 51
Sega Rally 2 (DC) 60
Gex: Enter the Gecko (N64) 60
Championship Manager 3 (PC) 60
Grand Theft Auto: London 1969 (PSX) 61
Ridge Racer 4 (PSX) 61
Die Hard Trilogy (PSX) 61
Blood Lines (PSX) 61
Warhammer (PSX) 61
Soul Calibur (DC) 62
X-Files (PSX) 62
Resident Evil 3 (PSX) 63

THE GUIDE POKÉMON

page 52

GOTTA CATCH 'EM ALL… AND WE'RE HERE TO HELP YOU BAG THOSE CRITTERS!



NU-CODE GiRL PASSES ONLY THE COOLEST LETTERS TO OUR TiPS MASTERS!

TIPS EXPRESS

HOTTEST CHEATS!

p50

SECRETS SERVICE

READER'S HINTS!

p56

MASTERCLASS

PRO TACTICS!

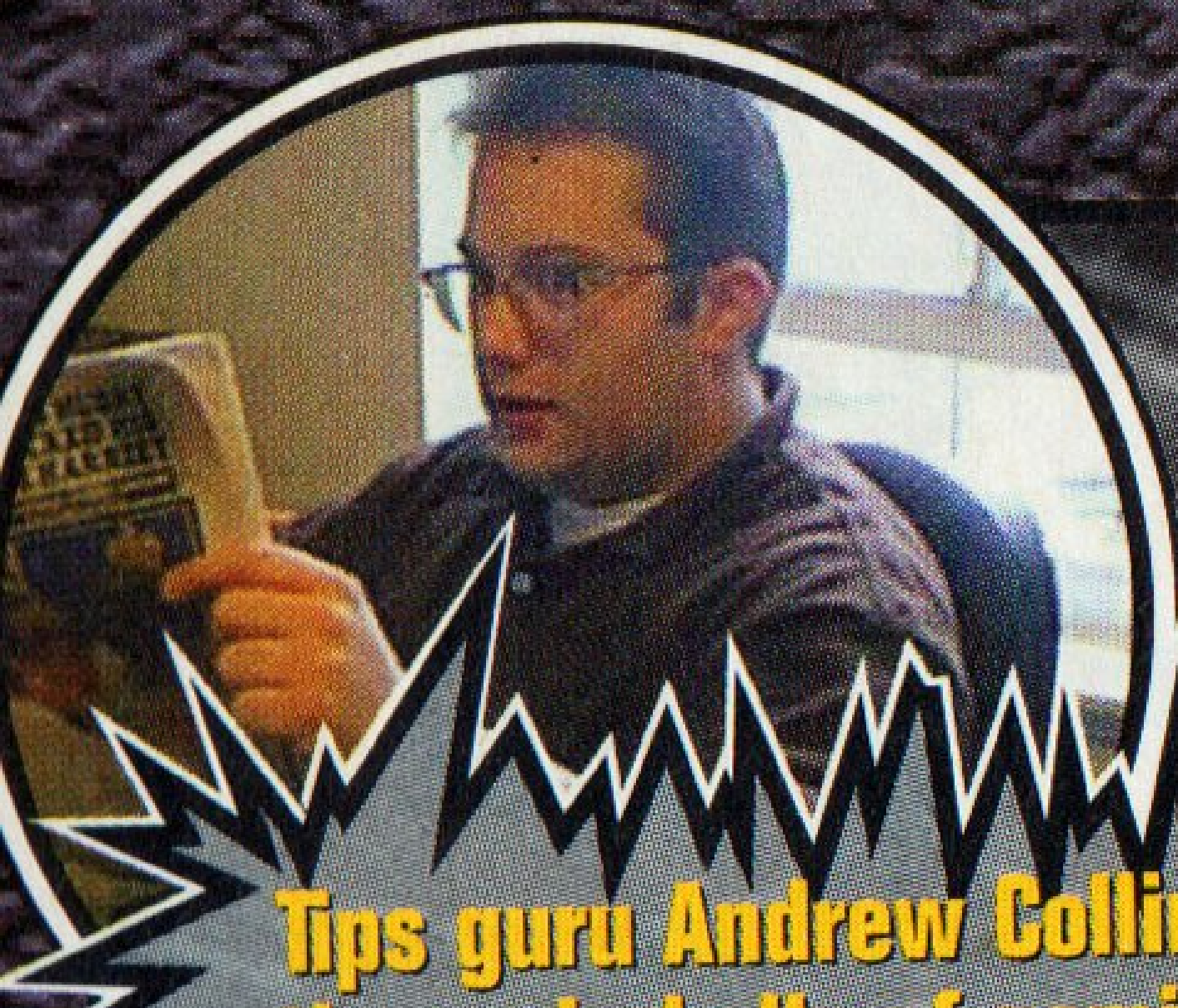
p62

STRATEGY PLANET

GLOBAL TIPS!

p63

COOL! YOUR PROBLEMS SOLVED BY GM'S TiPSMEiSTER p60



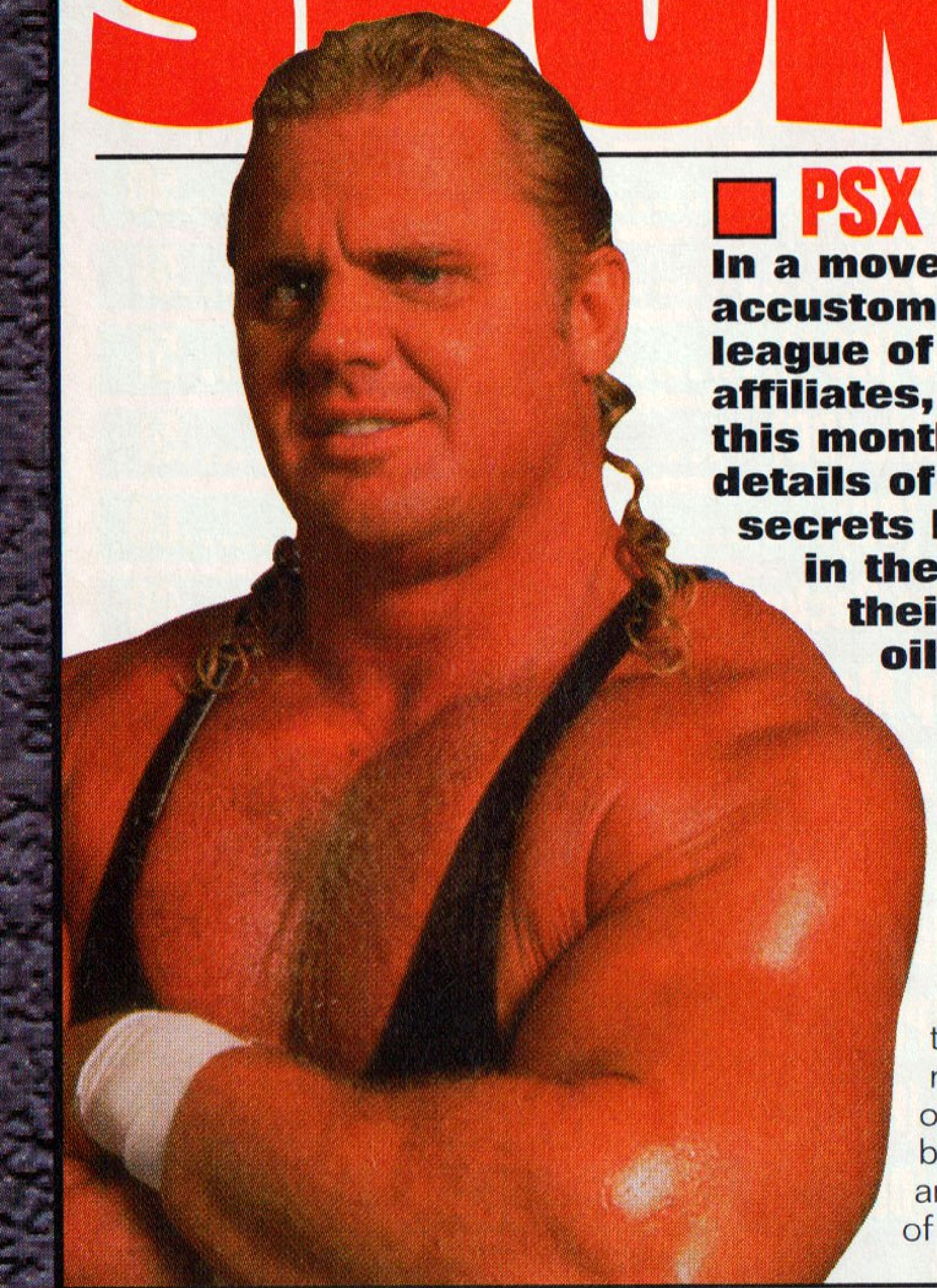
TIPS EXPRESS

Tips guru Andrew Collins prowls the underbelly of gaming and brings back news from the edge.

THE LATEST GAMES BUSTED WIDE OPEN!

CODES TO CHANGE SPORT'S FACE

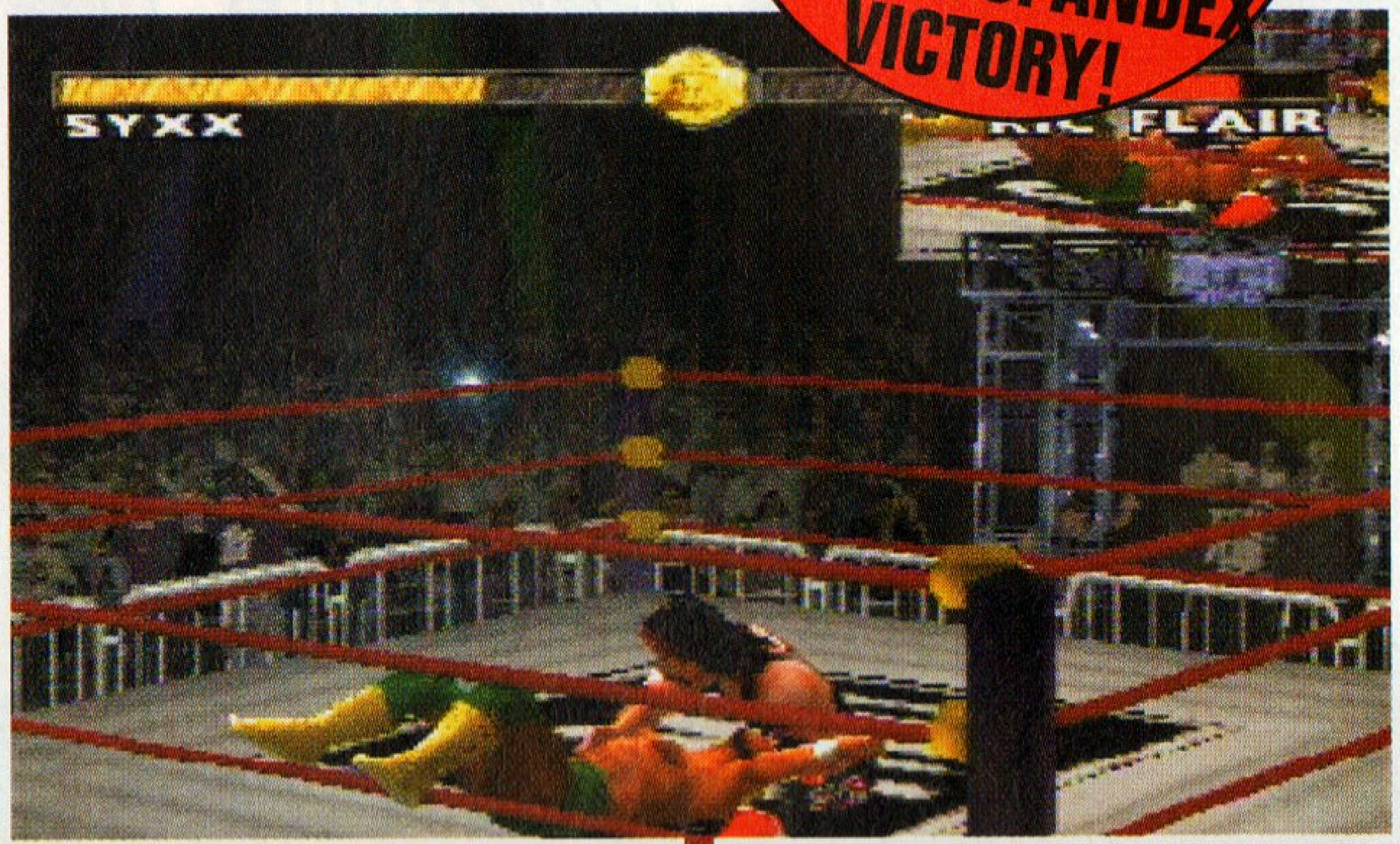
FACE
PAINT
YOUR
WAY TO SPANDEX
VICTORY!

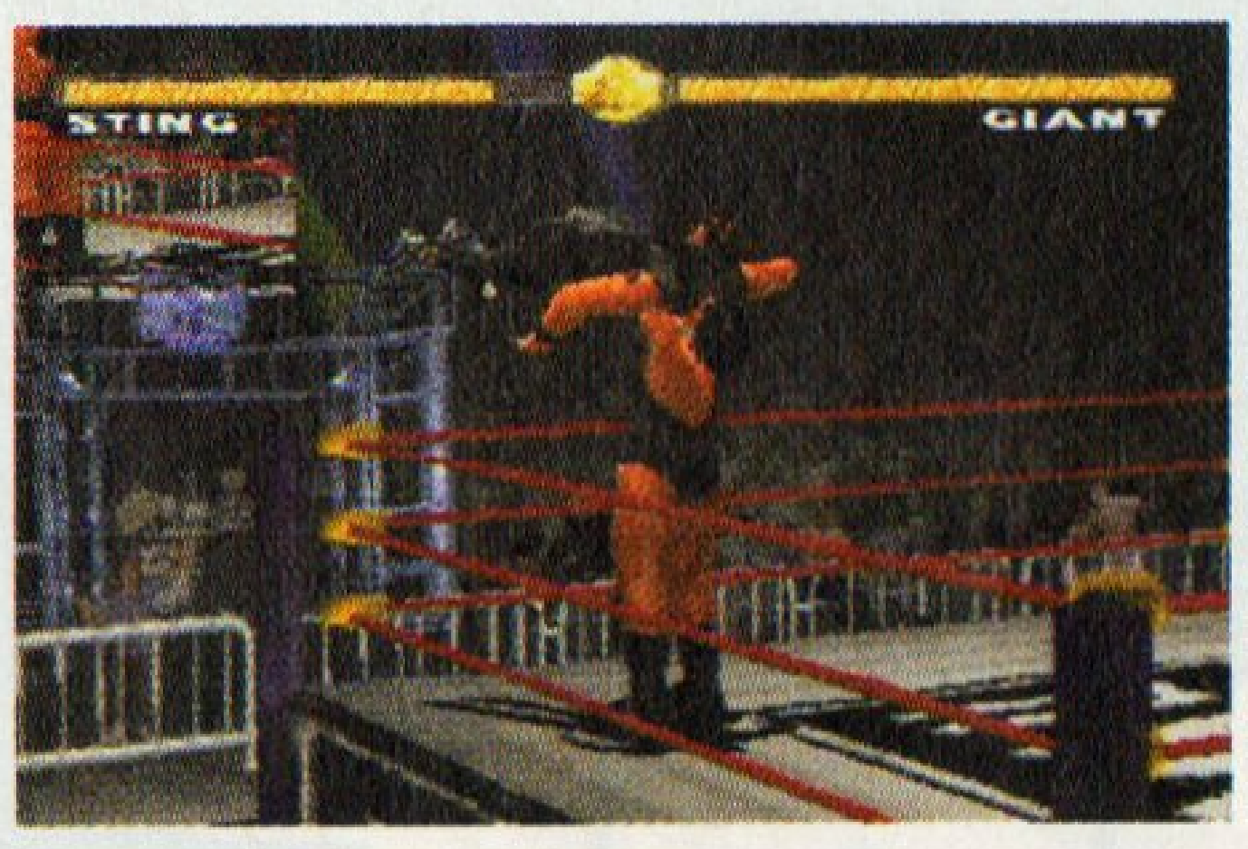


■ PSX ■ WCW MAYHEM CODES ■

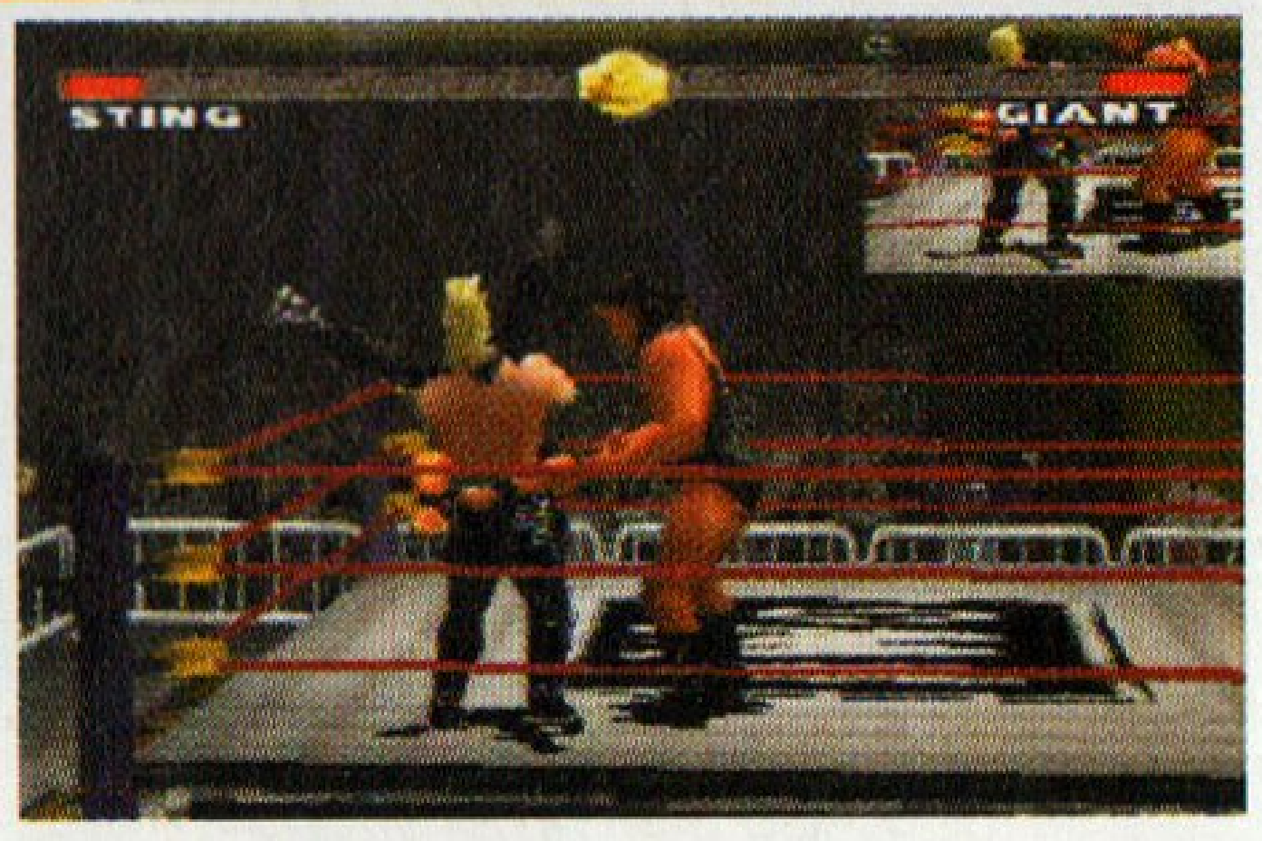
In a move more accustomed to the big league of the WWF affiliates, the WCW this month released details of extra secrets hidden deep in the bowels of their latest oily game.

As well as the customary secret wrestlers (revealed by entering the code PLYHDNGYS on the Player vs Player password screen) the powers that be have released codes to open up all the backroom fighting arenas (the best bit of the game). To access these go to the Player Vs Player password screen and enter CBKRMS as the code. To create a Bionic wrestler featuring unlimited stat points enter the password MKSPRCWS on the same screen as the other codes. To open up the classic Nitro set use the same entry idea as before using the code PLYNTRCLSC. Finally, for the Doppleganger mode (where two players can play as the same fighter) enter the password DPLGNGRS. Happy grappling folks!





STING
GIANT

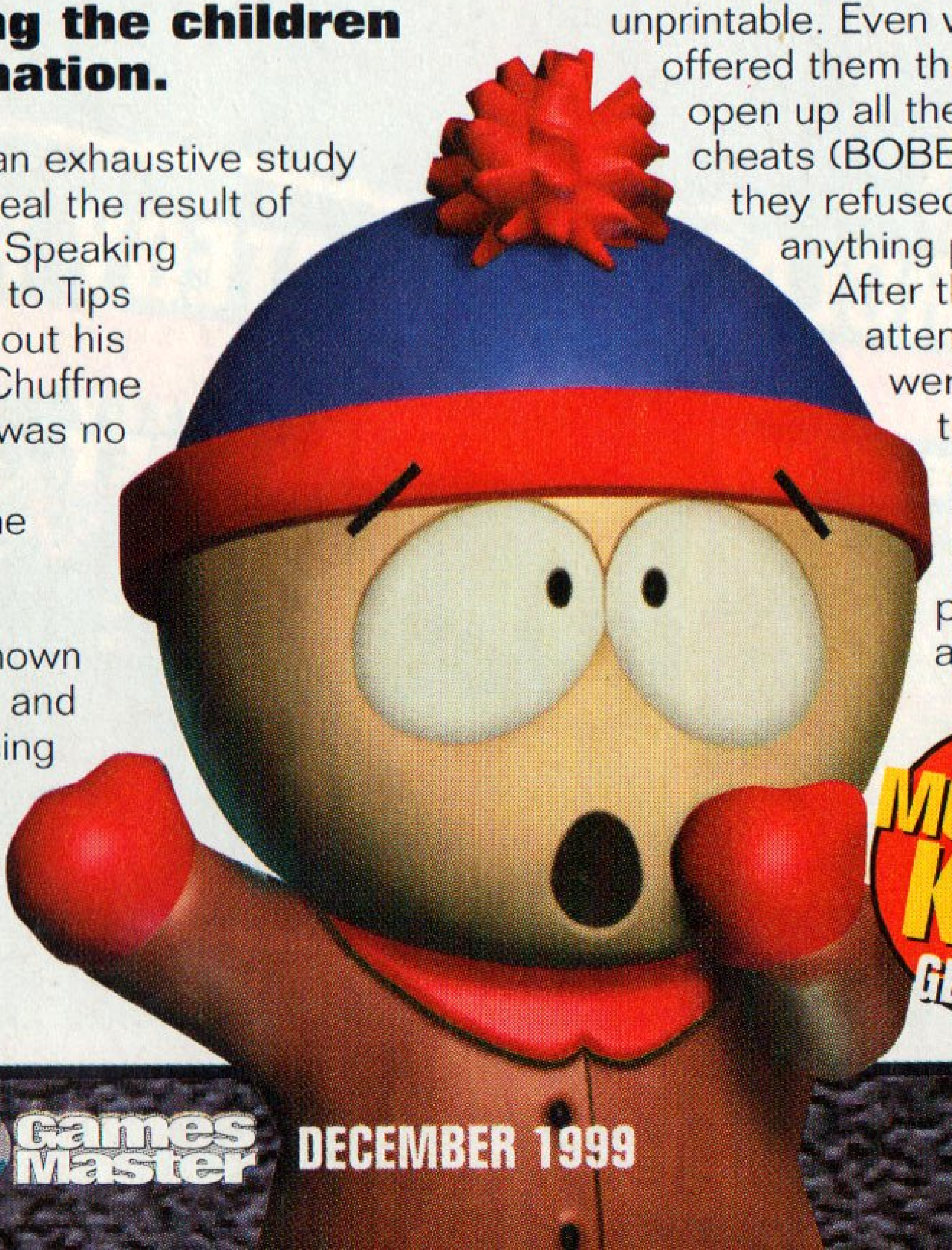


VIDEO VIOLENCE TWISTS KIDS

■ PSX ■ SOUTH PARK BLAMED ■

For the past two years a debate has raged about whether the ever-increasing level of violence in videogames is affecting the children of the nation.

After an exhaustive study we can reveal the result of the report. Speaking exclusively to Tips Express about his paper, Dr Chuffme said there was no correlation between the increasing levels of violence shown by children and the increasing realism of computer games: "There's absolutely no link between the two. If children are becoming more violent it's nothing to do with these electronic toys." When we tried to speak to some children in the small Colorado town of South Park their response was unprintable. Even when we offered them the code to open up all the game's cheats (BOBBYBIRD) they refused to say anything printable. After the third attempt we were forced to leave when the fat kid became particularly aggressive.



FOUL MOUTHED KIDS GET CODE

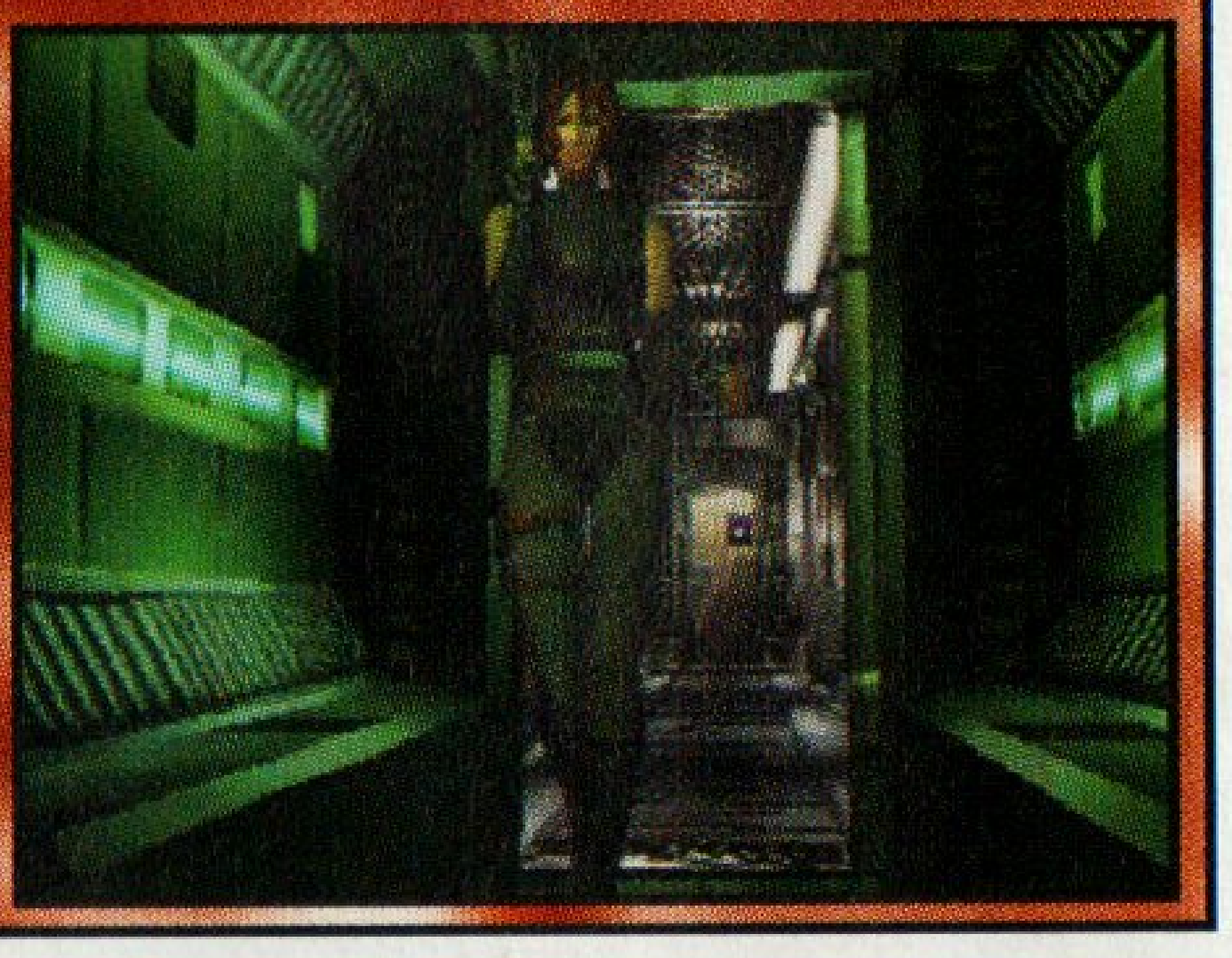
FOSSIL FRACAS!

■ PSX ■ DINO CRISIS CUTS IT ■

With army bosses in the US still reeling from the fight against the T-Virus that attacked the nation last year news of an impending attack by dinosaurs from some kind of lost world.

According to the reports the attack has already begun but the military refused to comment on this. They did announce, at a hastily arranged press conference, that a group of international forces was currently engaged in a secret mission known only as Operation Wipeout.

According to sources the way to try out this new mission is to complete the game without using any continues. Should this challenge not prove enough for you, then complete the game in less than eight hours and you'll received a new set of clothes in true Capcom style. For the Super Weapon complete the game three times and you'll find a rather stunning bit of kit in your inventory. It's a shame none of this will count when the dinosaurs appear en masse.

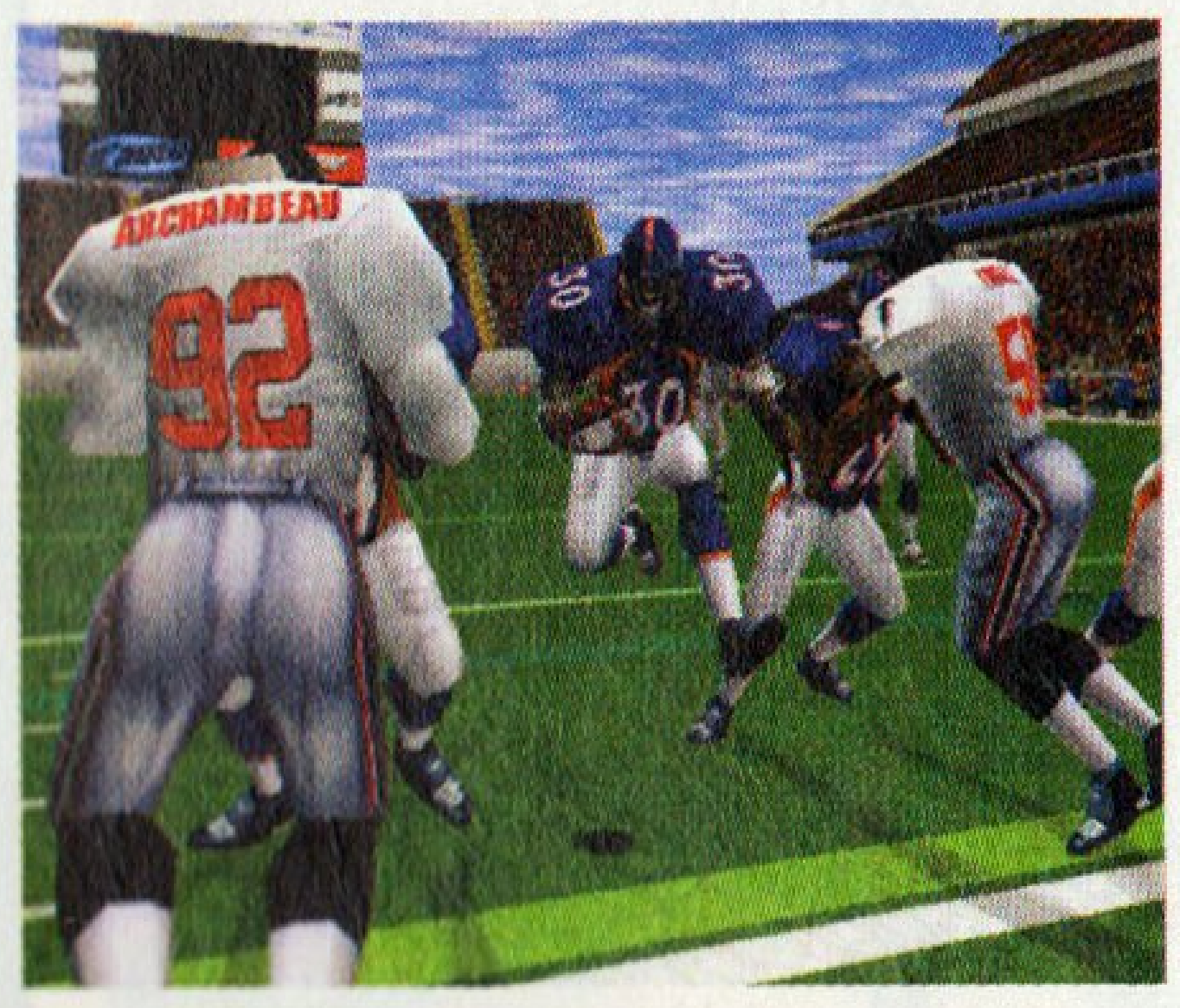


FOOTBALL SHAKE DOWN

DC ■ NFL 2000

And we thought things couldn't get any worse. Only a week after the full extent of the Madden cheating scandal was revealed, the Dreamcast offering *NFL 2000* has proved to be just as corrupt as the previous.

The cheat systems were revealed by one of the employees who told us he couldn't handle the guilt any longer. Here's what he told us so far. If you want to sack the Quarterback go to the options screen with the Penalties option and turn the offsides and neutral zone off. This will now make sacking the chucker, blocking field goals and punts far easier. Just don't use it all the time or your mate will soon realise you're cheating… and he could start doing it too. To earn extra attribute points when you're creating a player, shift all the numbers back to zero then back again and you'll get an extra point. Repeat this for all the attributes and you'll be able to boost your skill rating by about 10 points. Oh, and if you fancy unlocking the SegaSports team enter the word 'Superstars' in the code section.



BIG MAN IN CHEAT SHOCKER!

CODES MAKE FOR SPECIAL PLAYS

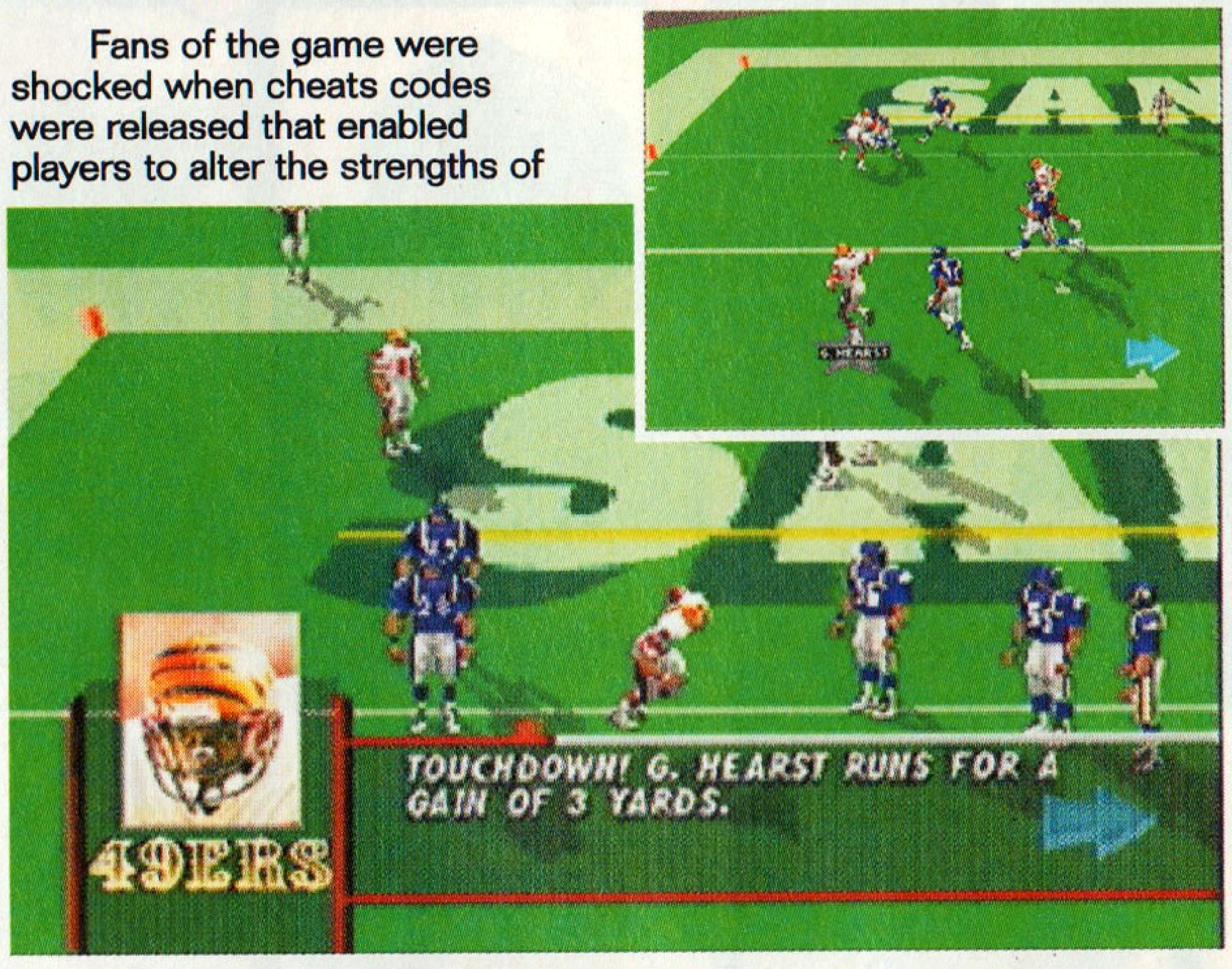
N64 ■ MADDEN NFL 2000 – CORRUPT TO THE CORE

After a long and glittering career spanning four decades US Football star John Madden is having his integrity serious questioned with the release of the new cheat codes for the latest installment of his hit Nintendo 64 game.

Fans of the game were shocked when cheats codes were released that enabled players to alter the strengths of their team and kick balls 100 yards or more. We tried to speak to the man himself but he was unavailable for comment at the moment. Here, for your own perusal and use, are a selection the offending cheats.

Cheat Codes

To activate the cheat (you can use more than one at the same time) enter the following codes at the Secret Code screen.



Five yard first downs
POPWARNER
10 point Touch Down, plus a seven point field goal
DRBENWAY
20 yard first downs
FIRSTIS20
100 yard field goals
BIGFOOT
100 yard passes
PIGSKINSFLY
Alternate scoring rules
DRBENWAY
Curved space and time
EMC2
Defence scores easily
FRAPLAPRO
Electronic sidelines
STATICCLING
Players are harder to tackle
TEFLON
Players are injury prone
PAINFUL
Players catch better
MAGNASAVE
Players fatigue faster
HAINSMOKER
Players fumble more frequently
ROLLERJAM
Players have floating heads
GUILLOTINE
Players have stiffer arms
SMACKDOWN
Players jump longer
SPRONG
Players run faster
NO2

STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS • STOP PRE

BOXING CLEVER!

DC ■ READY 2 RUMBLE KO'ED

The world of boxing was shocked this month when it was revealed that the entire Midway stable was embroiled in a huge cheat system.

News about the story was first leaked last month but insiders dismissed any claims of cheating. To get to the bottom of this story Tips Express posed as Guatemalan flyweight, Genoa Deway, and started training at the Midway camp in Denmark. After three weeks it was obvious that something was seriously wrong in the state with fighters using some cunning codes to pull off spectacular wins. Here's what Deway found out.

Championship Arena in Two-Player Mode

Select 'Arcade Mode' then Two Player mode then hold R as you choose your fighter.

Change Cornerman's Voice

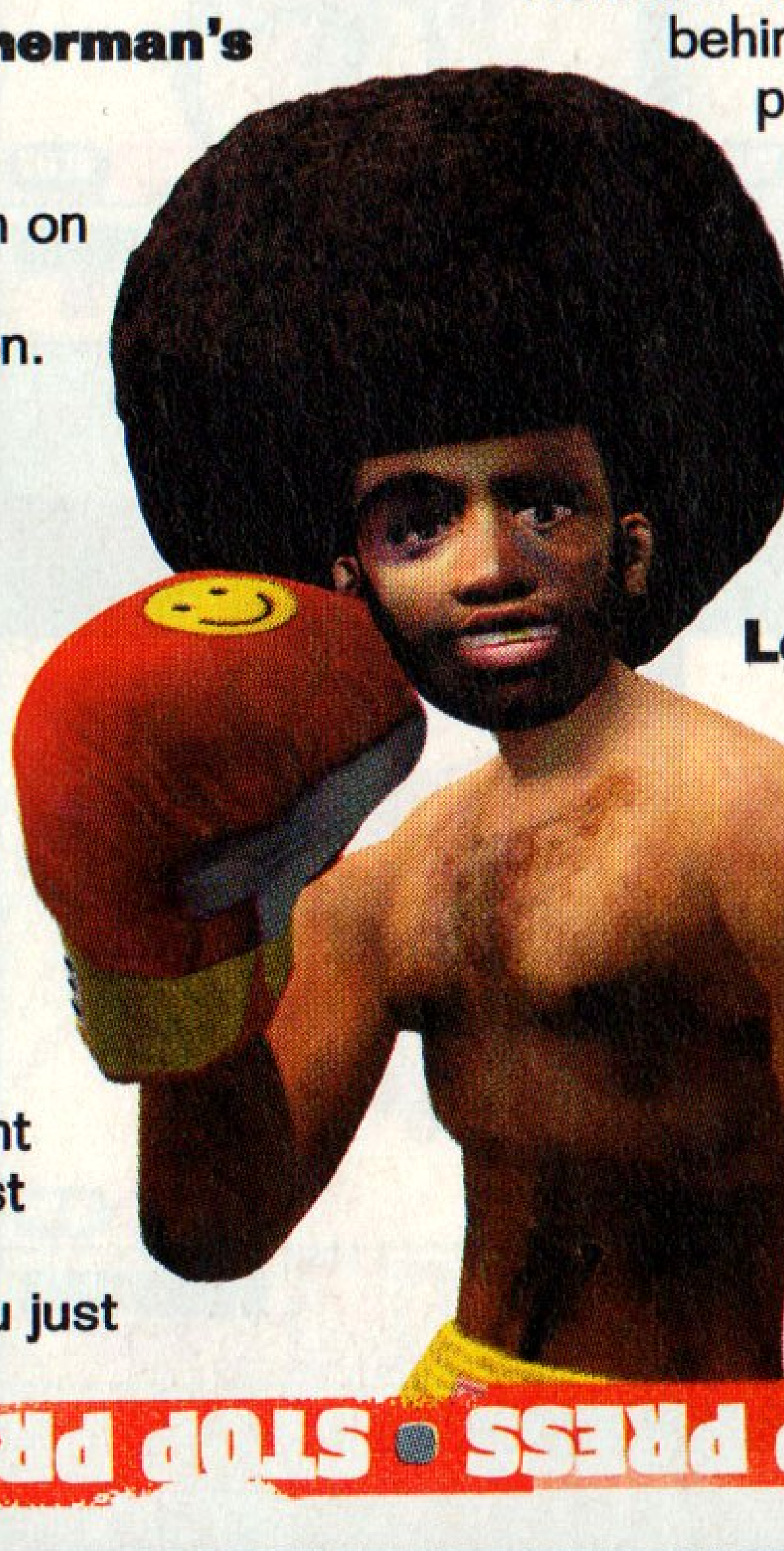
Press X + a direction button on the character selection screen.

Different Costume

When you are selecting a boxer press X+Y then your boxer will be wearing new shorts.

Easy Money

Go to prize fight and win the first match. Bet the money that you just won on another prize fight. If you start to lose just quit your match and try again.



Hidden Arena

Hold the two bottom buttons behind the controller and press A while choosing a character in arcade mode and the arena should be a gym with raggedy wood windows and benches

Level Select in Two-Player Mode

In two-player mode, press L for the two tier arena and R for the championship arena. L + R selects the gym.

Power Gloves

During a match, when on the bottom of the screen it says, "RUMBLE" press the left and right triggers at the same time. Your gloves will light up with some serious power. If you do the code correctly, the announcer will say, 'RUMBLE!'

Recover Life

While your opponent is knocked to the ground, rotate the analog stick in a circle to recover some of your lost life.

Level	Password
Bronze	Rumble power
Silver	Rumble bumble
Gold	Mosma!
Champ	Pod 5!

Taunts

During a match, hold X+A or Y+B to taunt your opponent.

HACKER'S PARADISE

The ultimate codes for your cheat cartridge

DINO CRISIS

Here are a fat bunch of X-plorer codes to help you out for this latest title in Capcom's survival horror series.

Allows Game to Play in a Mod-Chip System (Alternate)
D014957C 023A
8014957E 1000

Infinite Health
800B9574 04B0

Infinite Ammo & Items
8006AC06 2400

All Weapons
800C15A8 FFFF

Save Anywhere
(Press L1 + L2)
D00B1418 0005
800B7A48 0007

Faster Special Move
(Press X)
D00B1418 0040
800B94A0 0100

Small Regina
800B9500 0500
800B9504 0500
800B9508 0600

Big Regina
800B9500 1F00
800B9504 1F00
800B9508 1F00

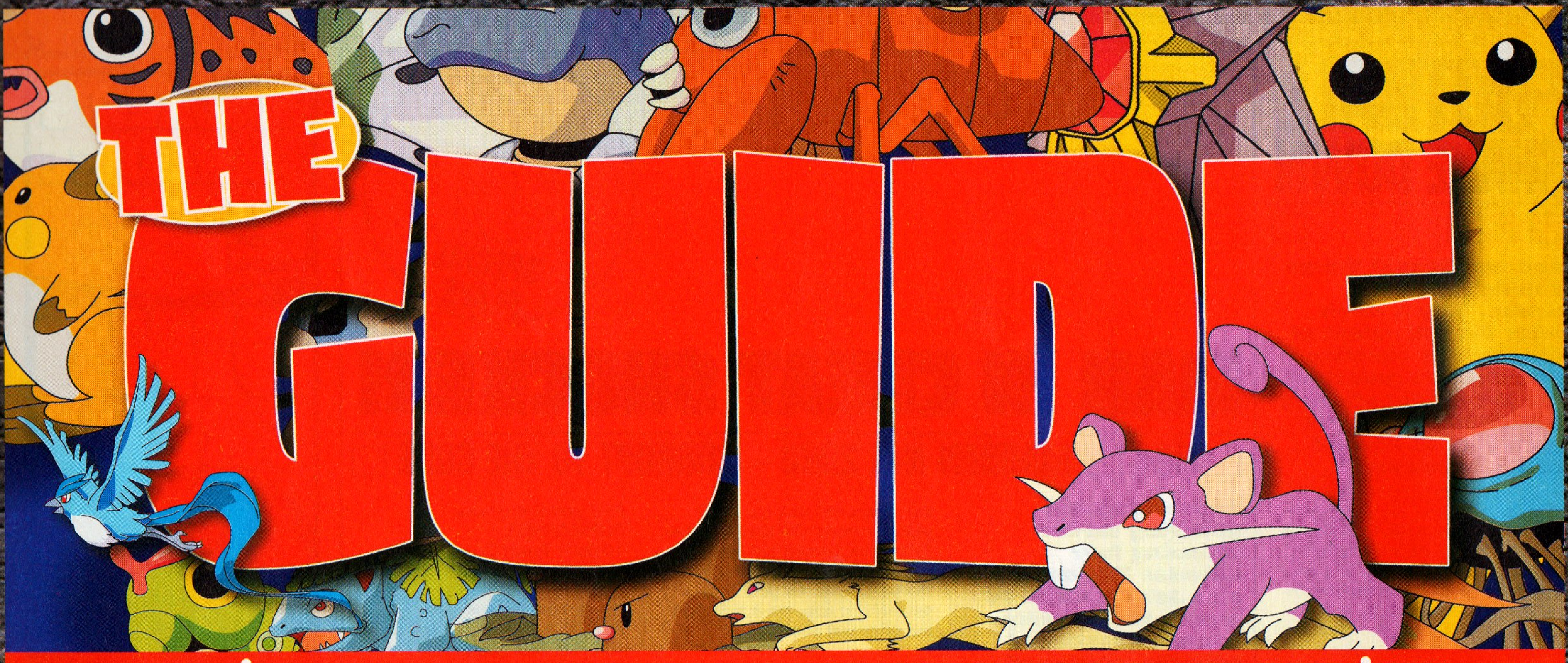
View First Ending
(Press Select)
D00B1418 0100
800B7A48 000A
D00B1418 0100
300B7A5B 0000

View Second Ending
(Press Select)
D00B1418 0100
800B7A48 000A
D00B1418 0100
300B7A5B 0001

View Third Ending
(Press Select)
D00B1418 0100
800B7A48 000A
D00B1418 0100
300B7A5B 0002

Have All Maps
800C15D0 FFFF
800C15D2 FFFF
800C15D4 FFFF
800C15D6 FFFF
800C15D8 FFFF
800C15DA FFFF

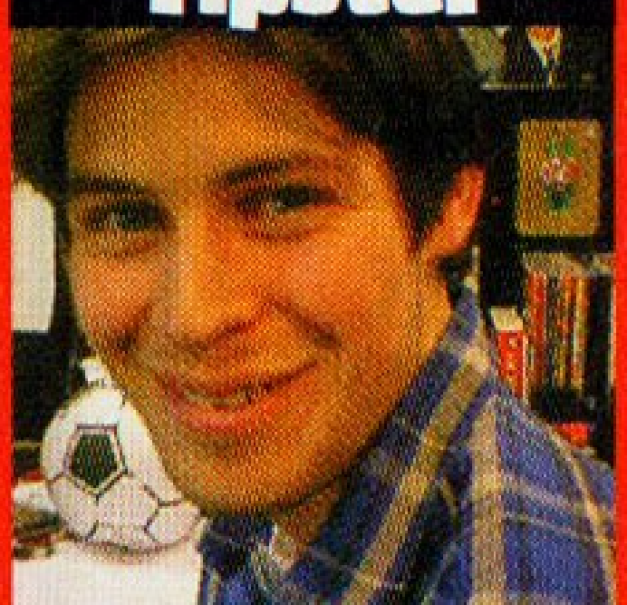
Have All Items
800C15A4 FFFF
800C15A6 FFFF
800C15AC FFFF
800C15AE FFFF
800C15B0 FFFF
800C15B2 FFFF
800C15B4 FFFF
800C15B6 FFFF
800C15B8 FFFF
800C15BA FFFF
800C15BC FFFF



THE GUIDE

THEY'RE SMALL, CUTE AND EVERYWHERE! SO GO GET 'EM!

Tipster

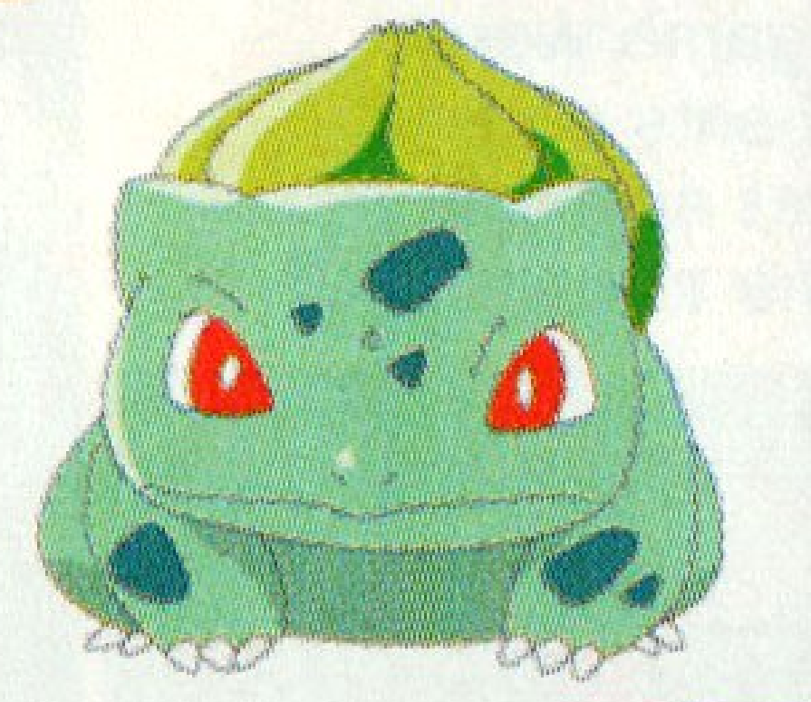


Dave Harrison

POKÉMON

TICK OFF EACH BEAST AS YOU SEE AND CATCH IT. FIND OUT WHICH IS ON THE RED OR BLUE GAME. PLUS LEARN WHERE YOU'LL FIND 'EM AND HOW THEY EVOLVE!

1 BULBASAUR

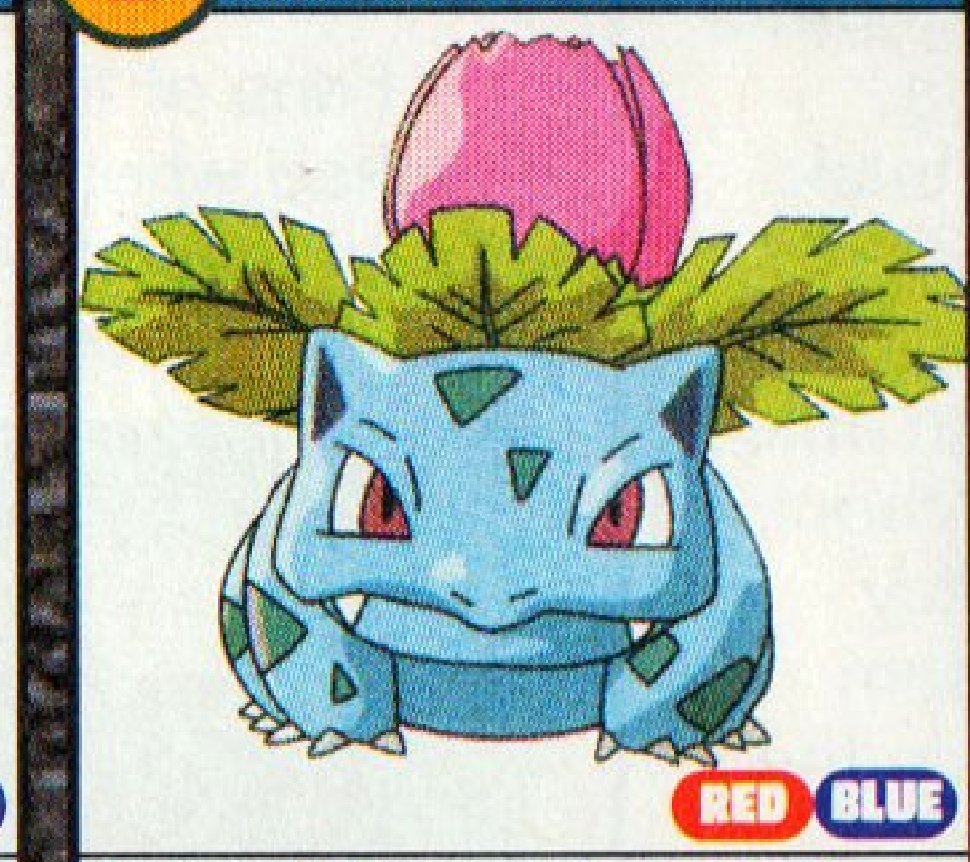


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 1 2 3

FOUND: Prof. Oak, Pallet Town

2 IVYSAUR

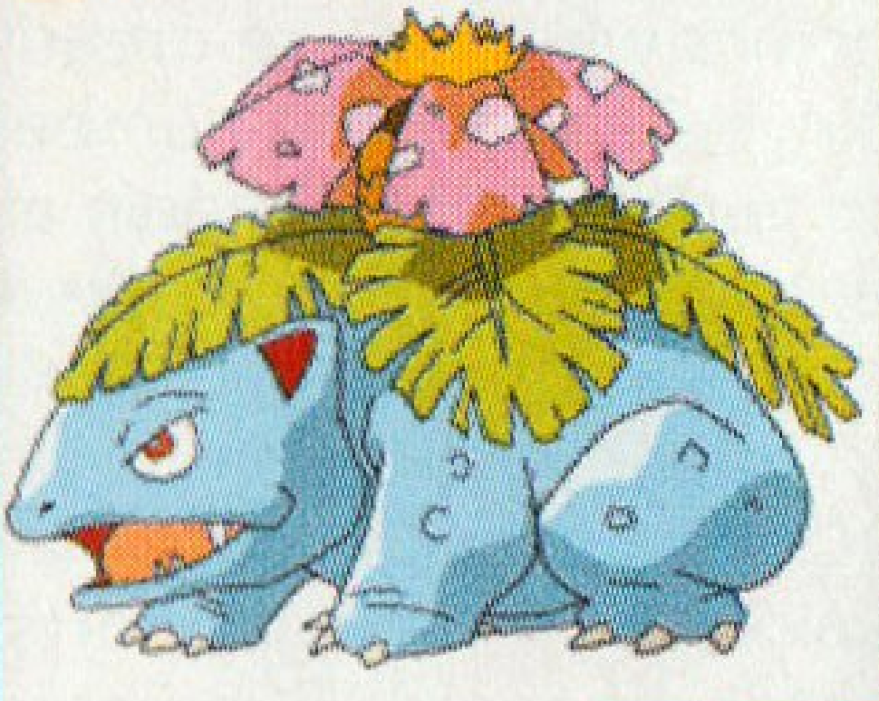


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 1 2 3

FOUND: Evolved from number 1

3 VENUSAUR

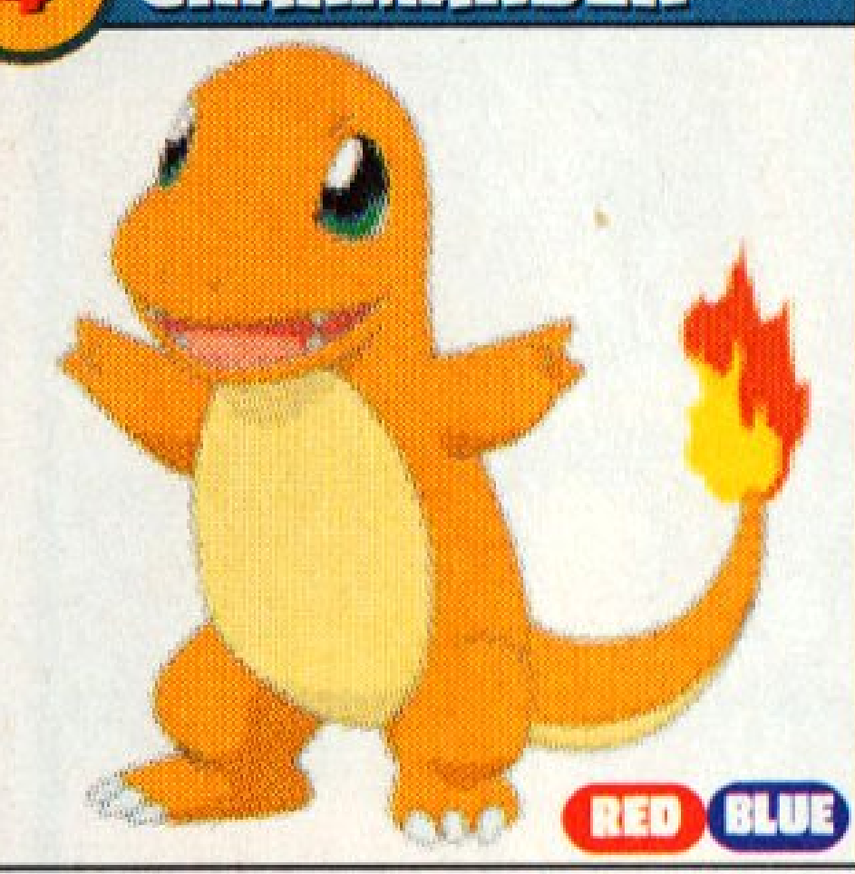


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 1 2 3

FOUND: Evolved from number 2

4 CHARMANDER

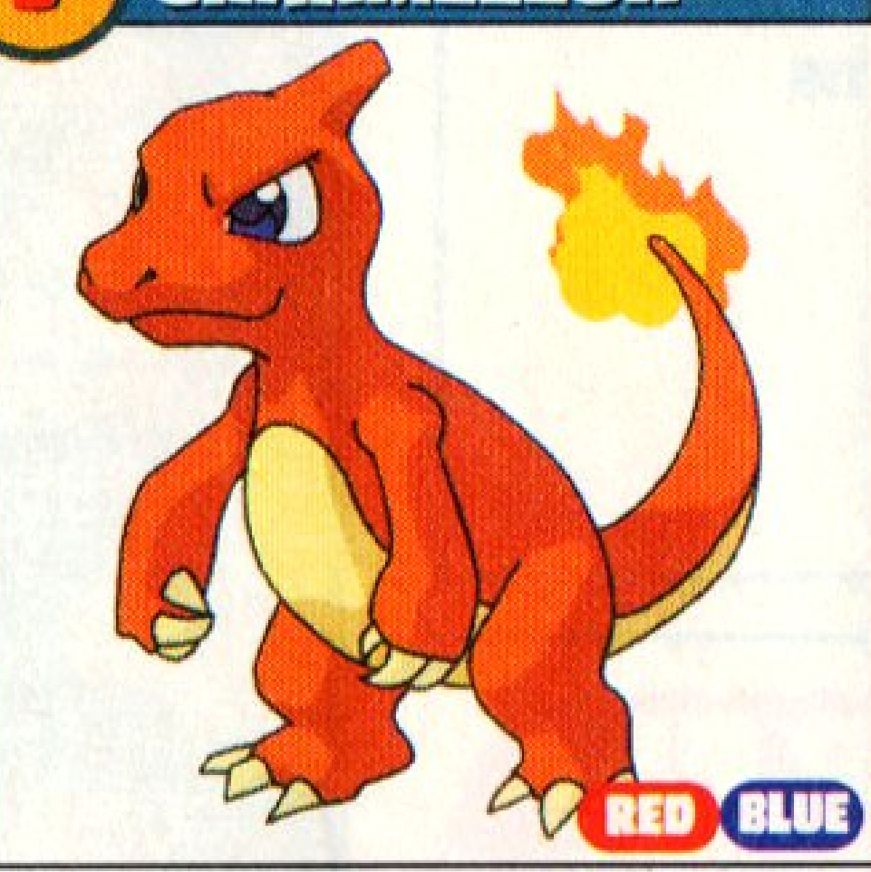


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 4 5 6

FOUND: Prof. Oak, Pallet Town

5 CHARMELEON

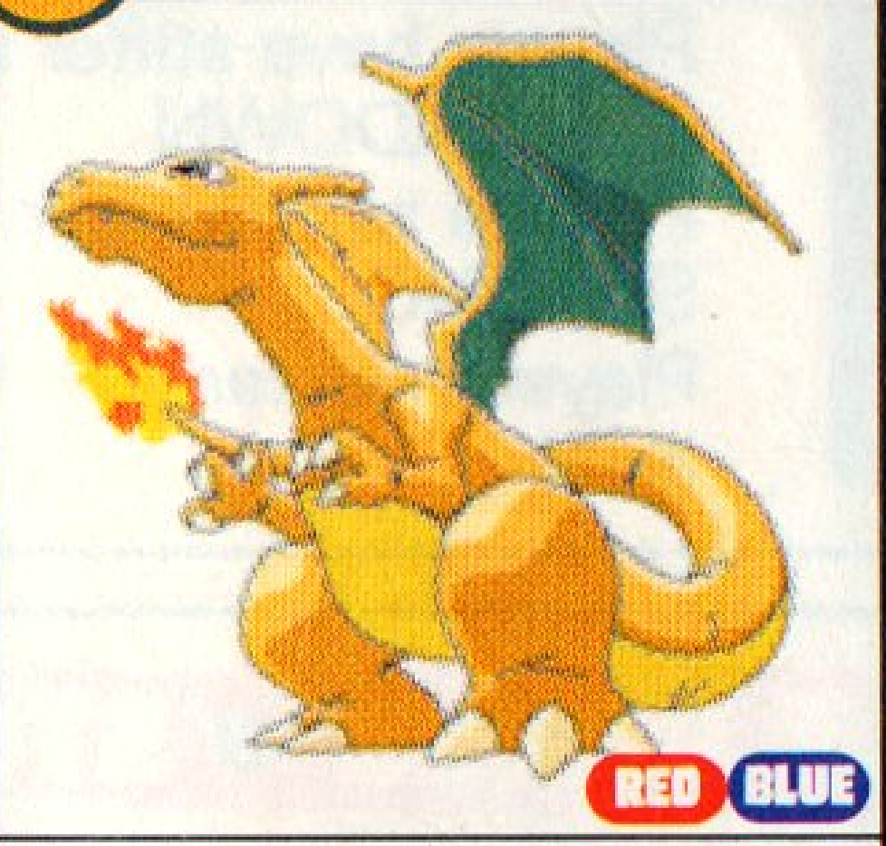


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 4 5 6

FOUND: Evolved from number 4

6 CHARIZARD

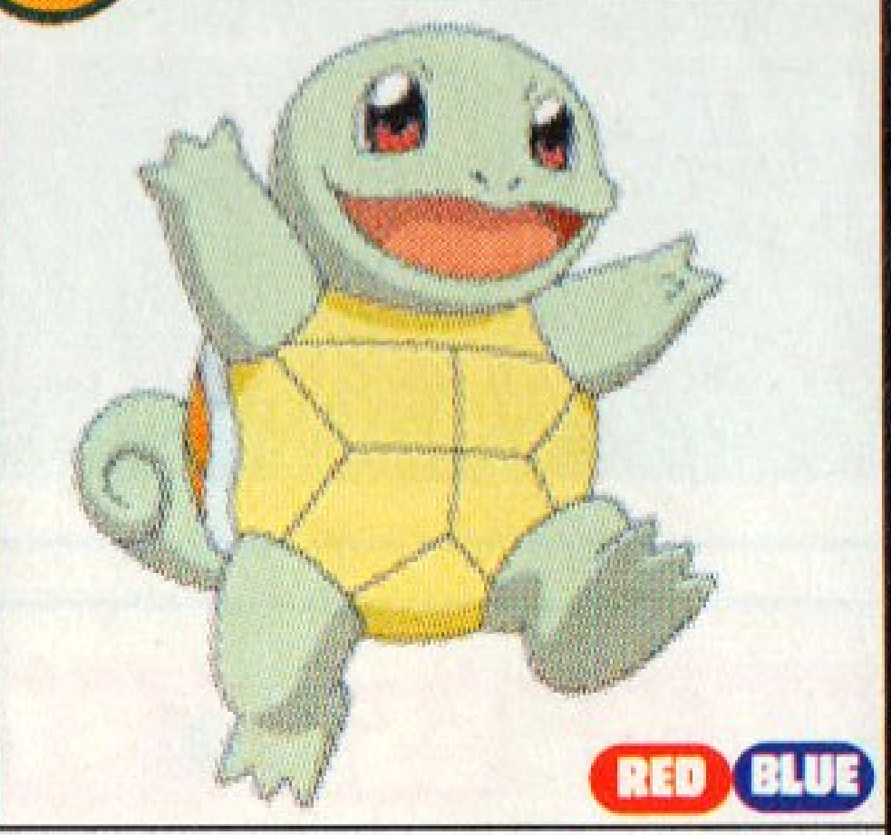


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 4 5 6

FOUND: Evolved from number 5

7 SQUIRTLE

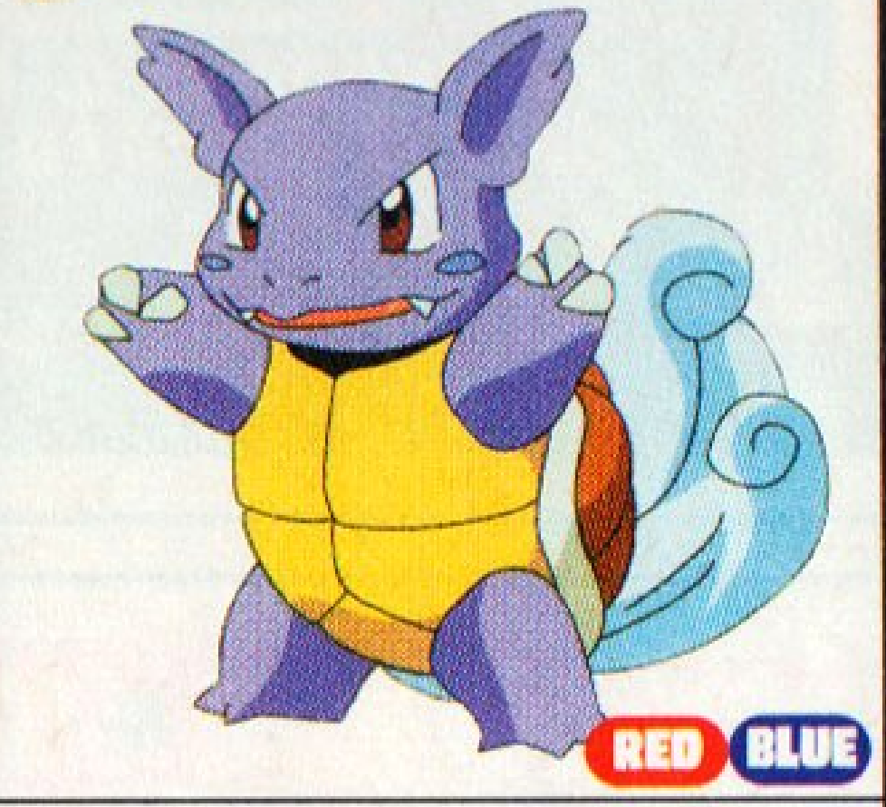


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 7 8 9

FOUND: Prof. Oak, Pallet Town

8 WARTORTLE

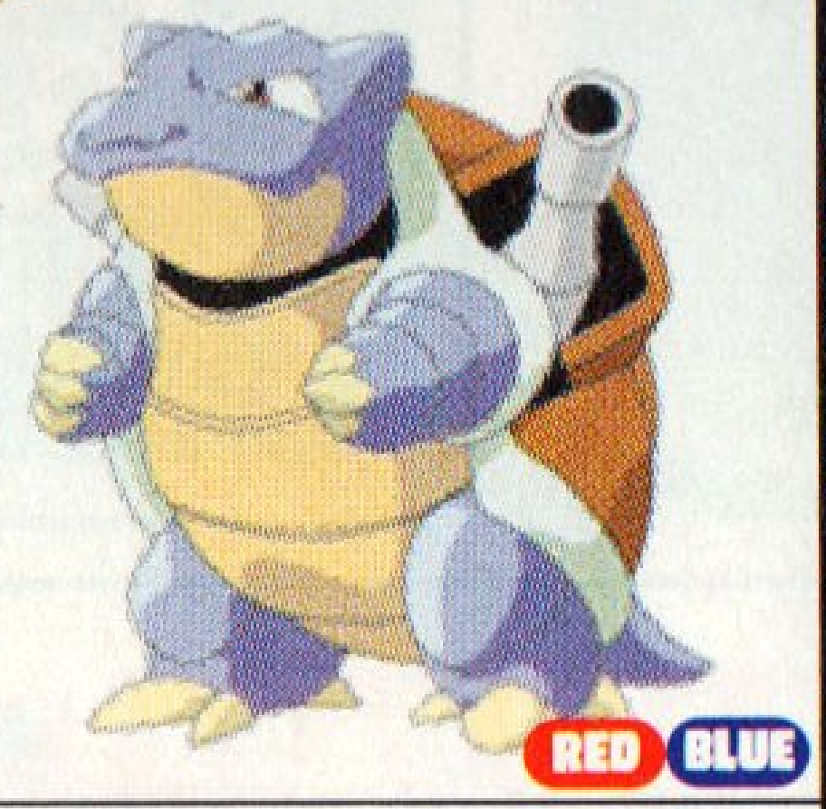


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 7 8 9

FOUND: Evolved from number 7

9 BLASTOISE

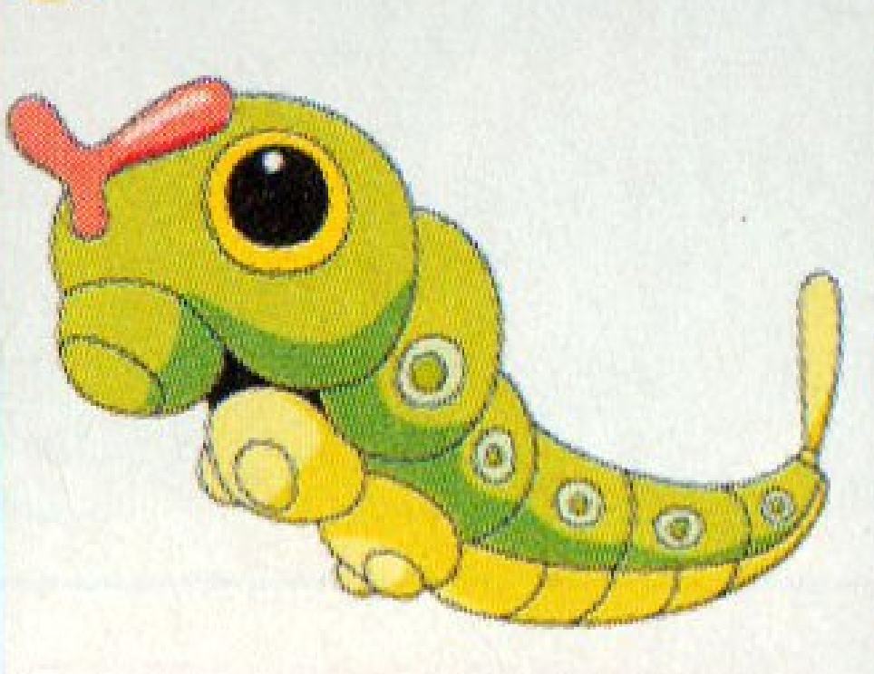


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 7 8 9

FOUND: Evolved from number 8

10 CATERPIE

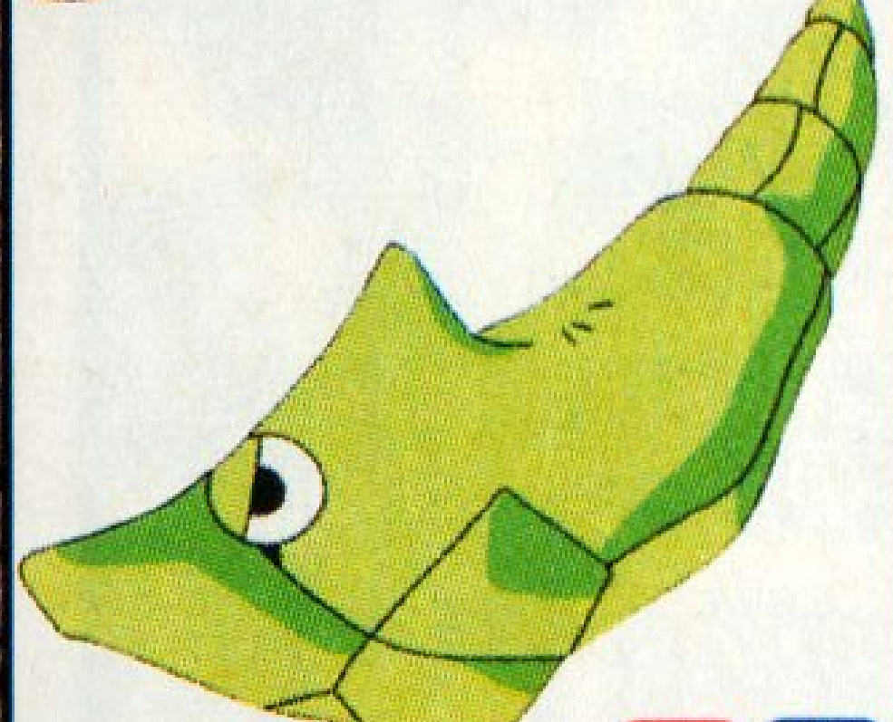


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 10 11 12

FOUND: Routes 24, 25 Viridian Forest

11 METAPOD

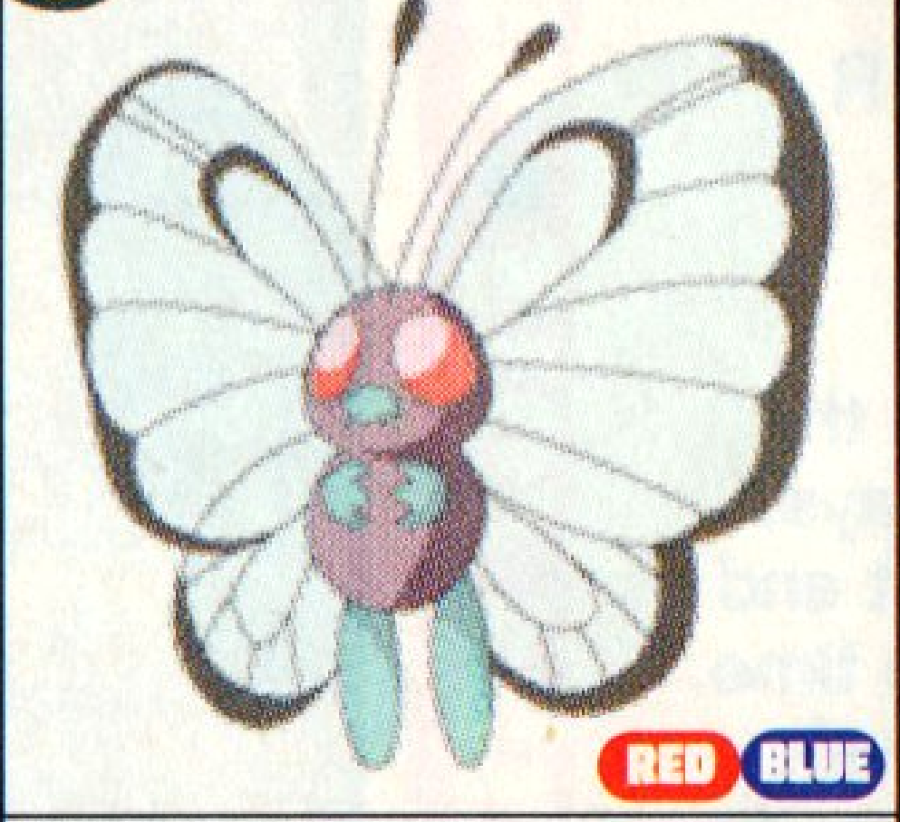


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 10 11 12

FOUND: Routes 24, 25 Viridian Forest

12 BUTTERFREE

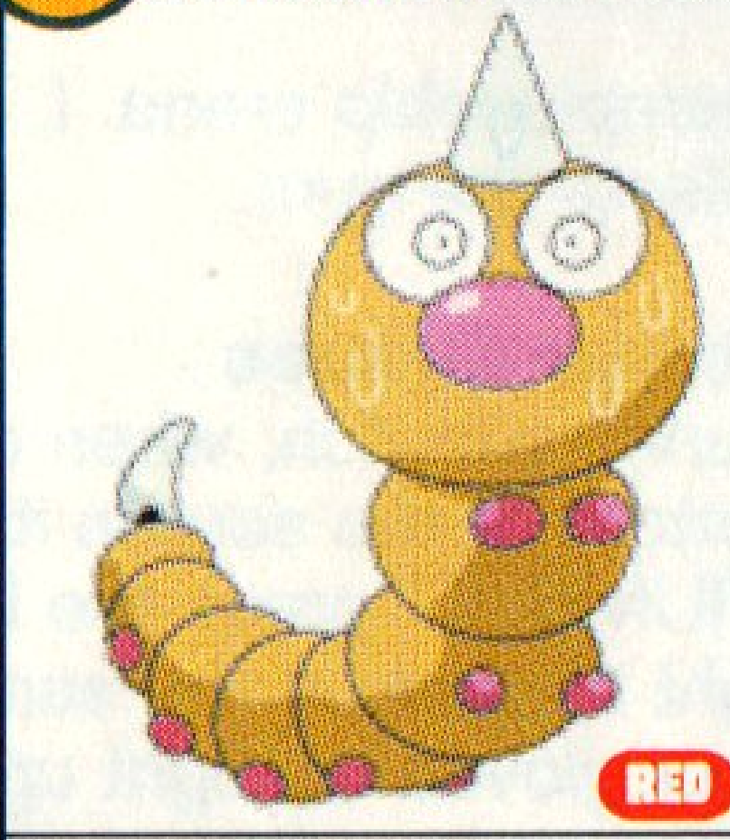


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 10 11 12

FOUND: Evolved from number 11

13 WEEDLE

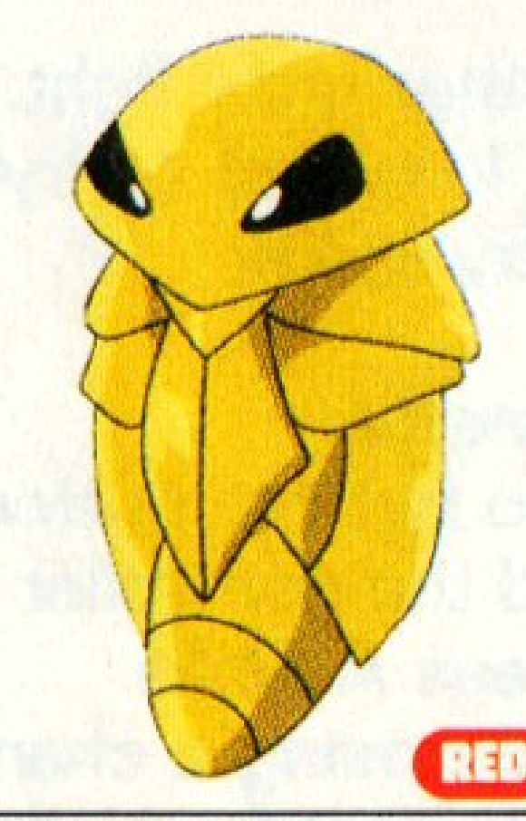


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 13 14 15

FOUND: Routes 24, 25 Viridian Forest

14 KAKUNA

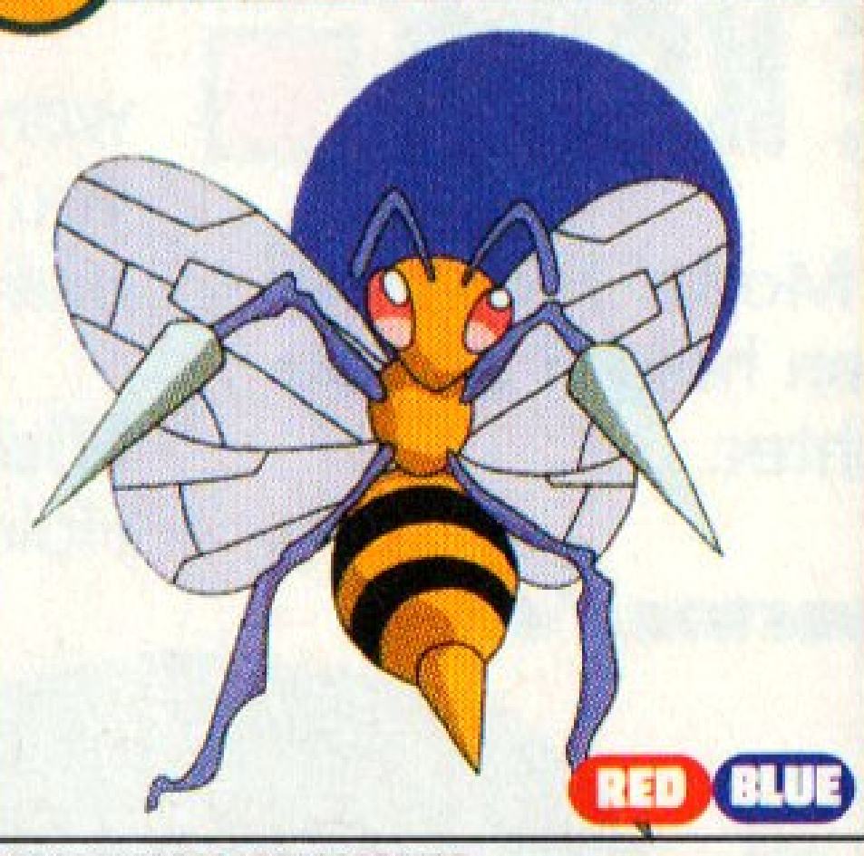


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 13 14 15

FOUND: Routes 24, 25 Viridian Forest

15 BEEDRILL

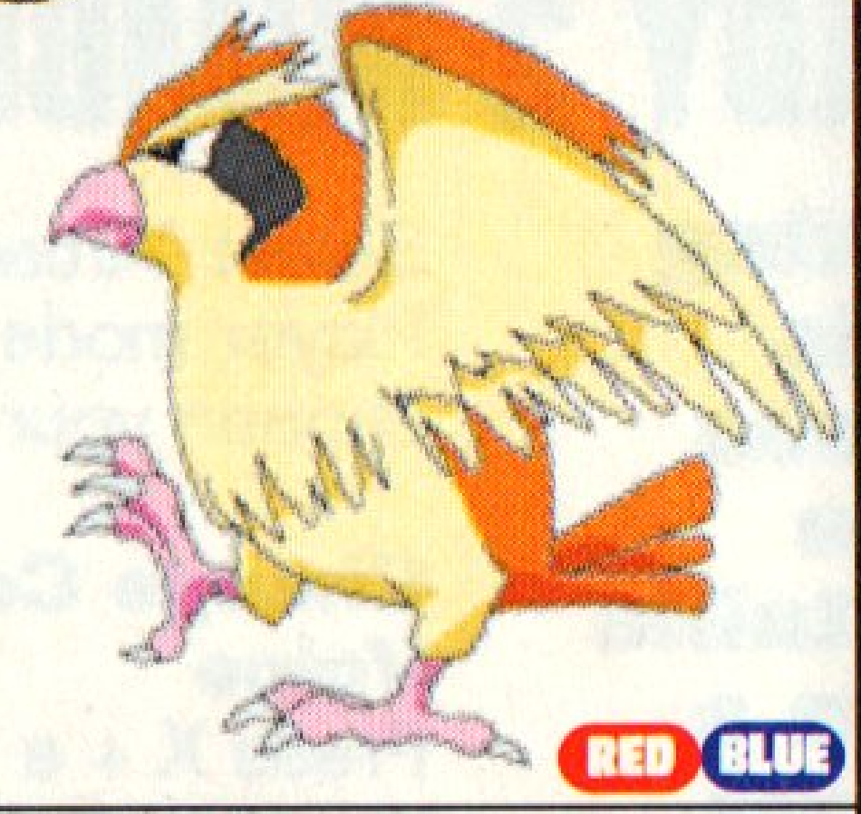


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 13 14 15

FOUND: Evolved from number 14

16 PIDGEY

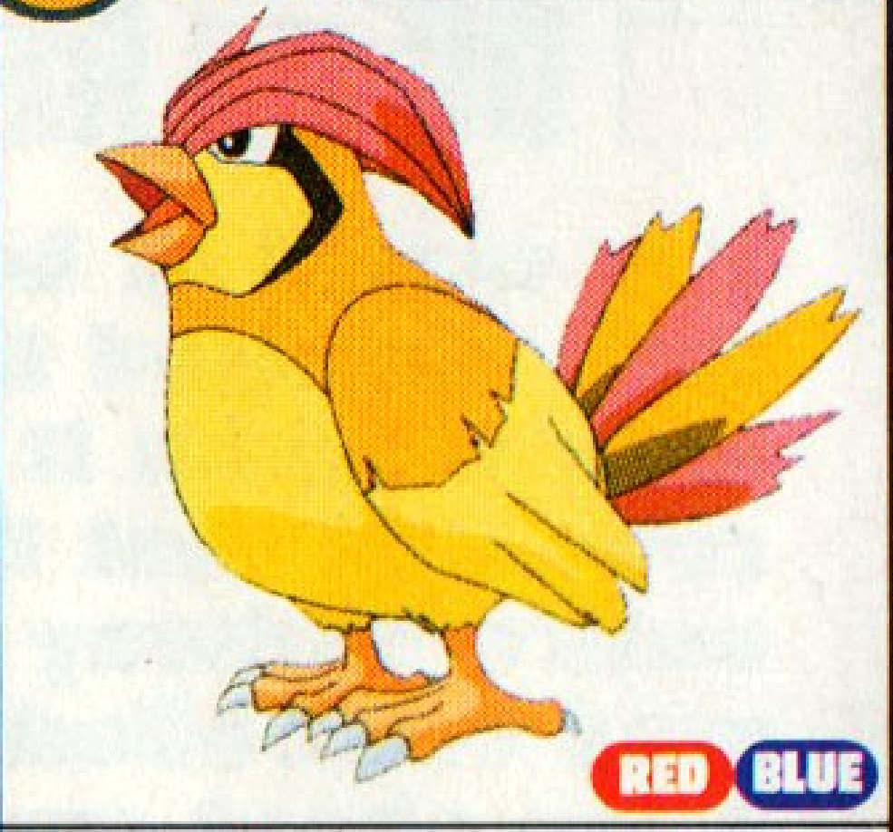


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 16 17 18

FOUND: Routes 1, 2, 3, 5, 6, 7, 8, 24, 25

17 PIDGEOTTO

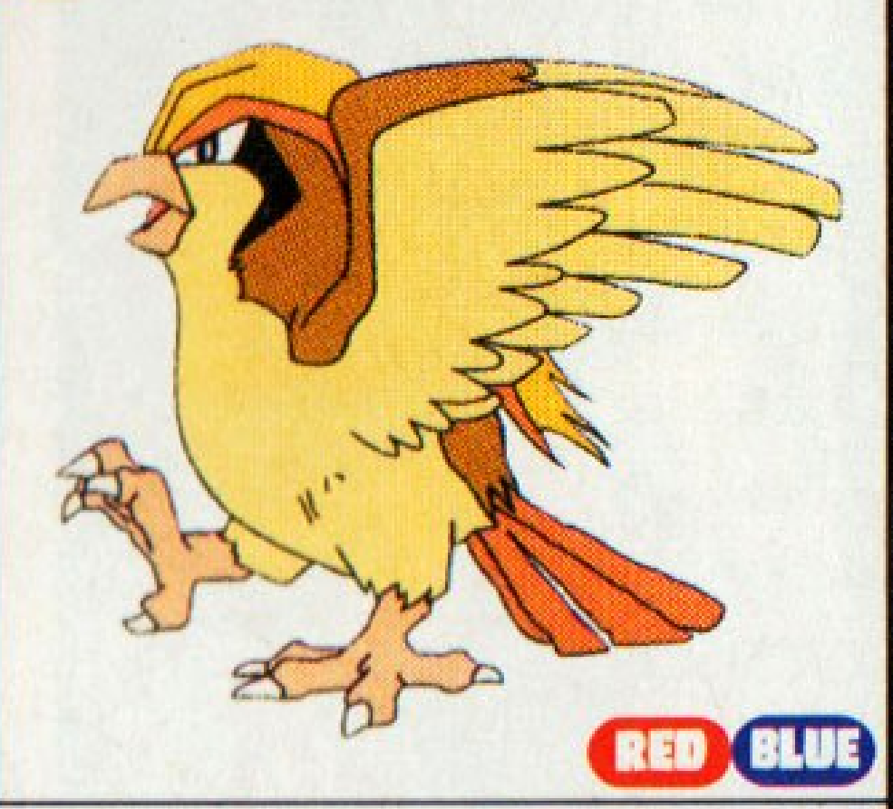


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 16 17 18

FOUND: Routes 14, 15, 21

18 PIDGEOT

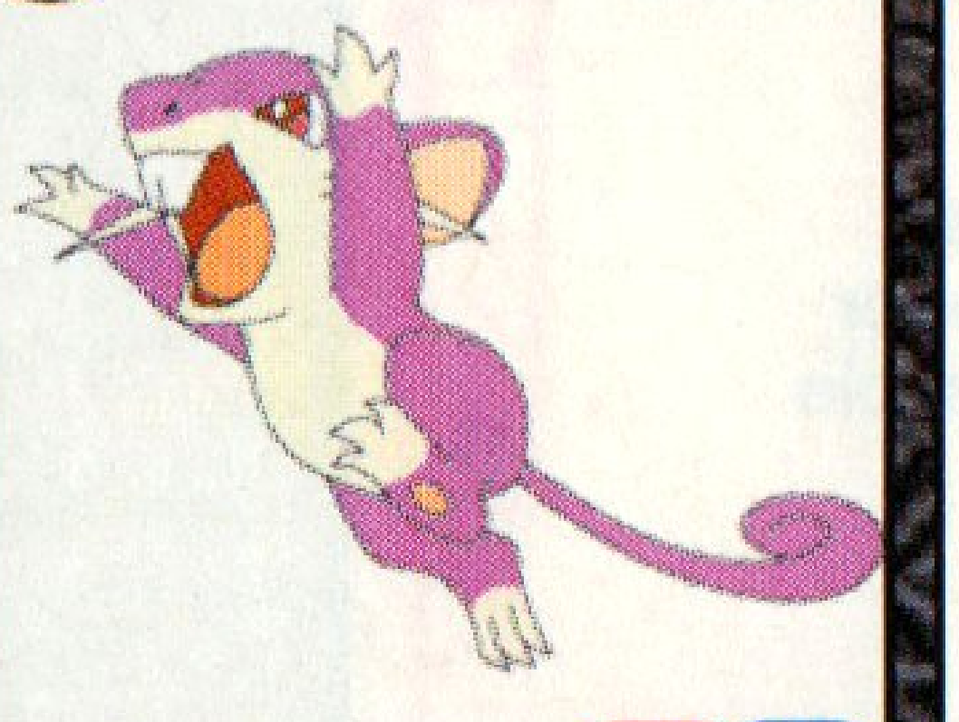


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 16 17 18

FOUND: Evolved from number 17

19 RATTATA

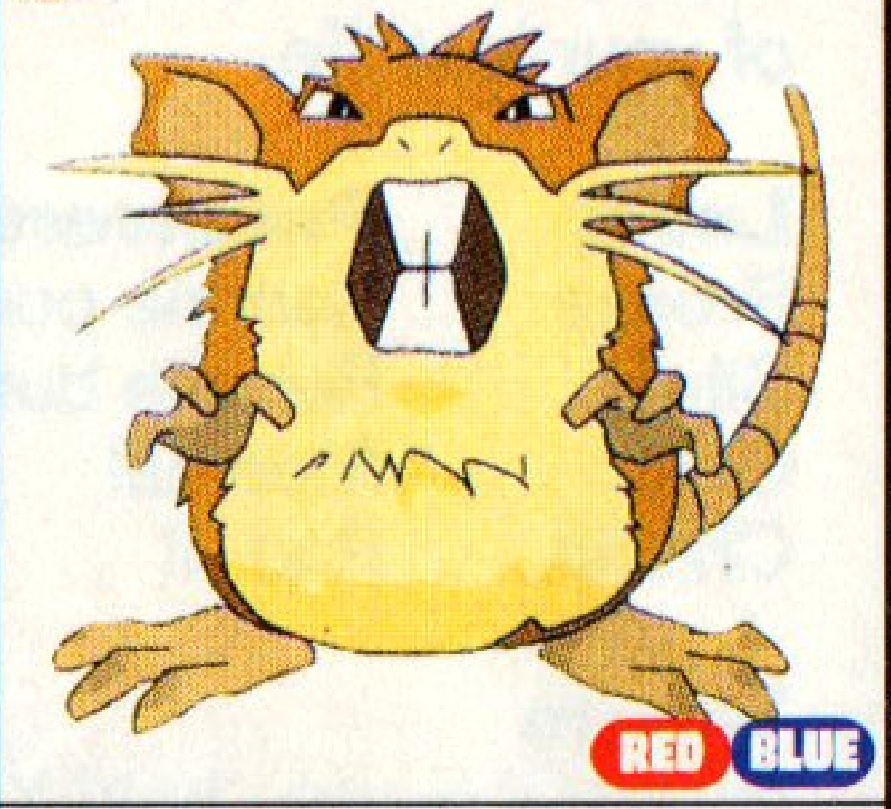


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 19 20

FOUND: Routes 1, 2, 14, 15, 16, 17, 18

20 RATICATE

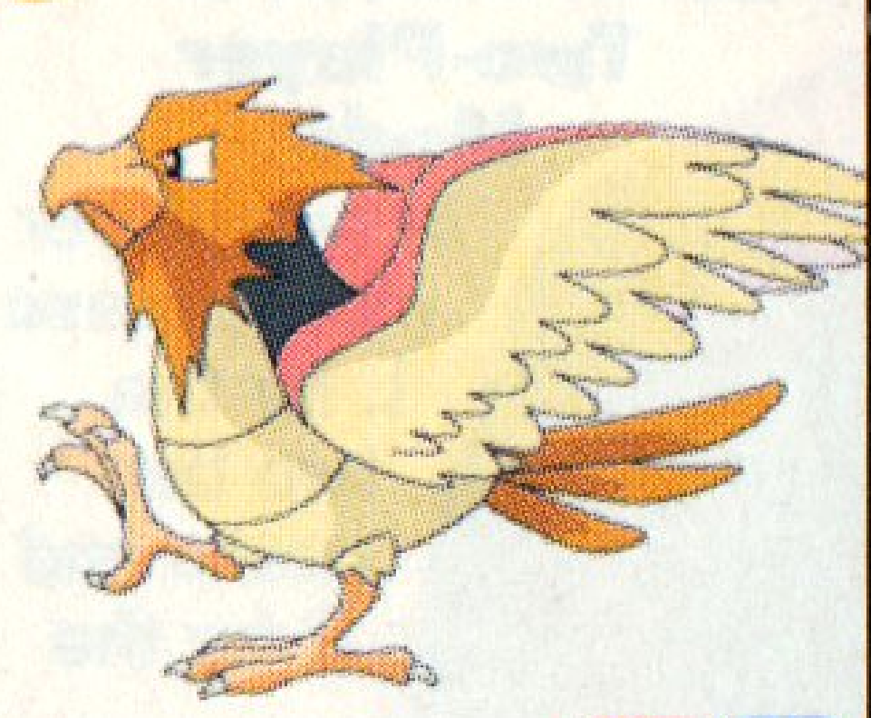


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 19 20

FOUND: Routes 16, 17, 18

21 SPEAROW

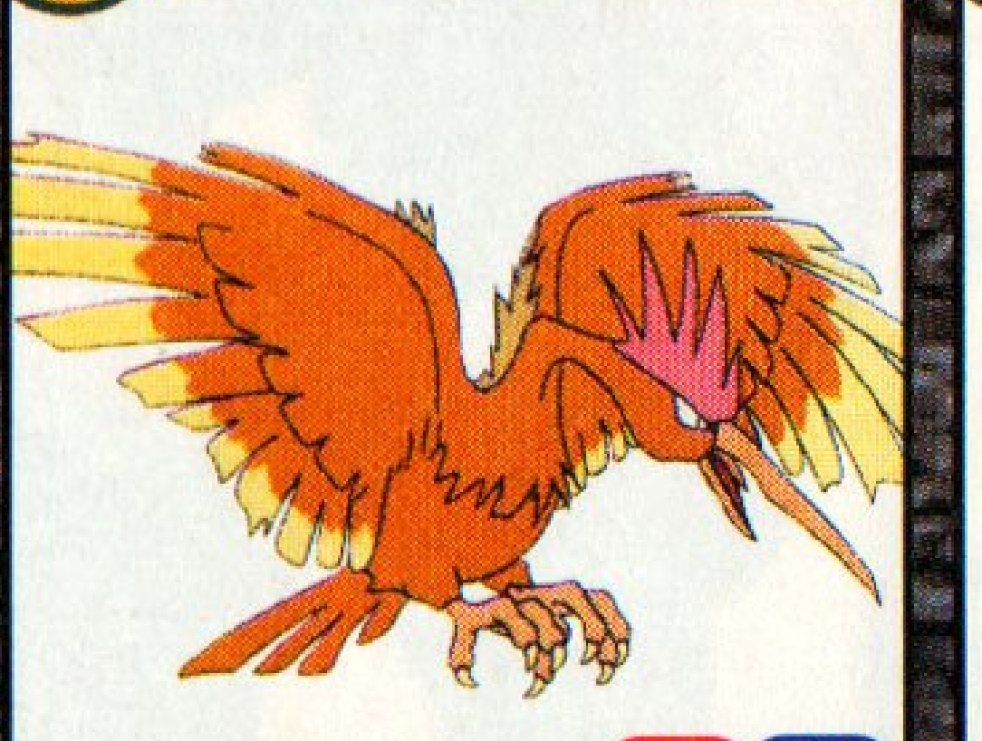


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 21 22

FOUND: Routes 3, 4, 9, 11, 16, 17, 18

22 FEAROW

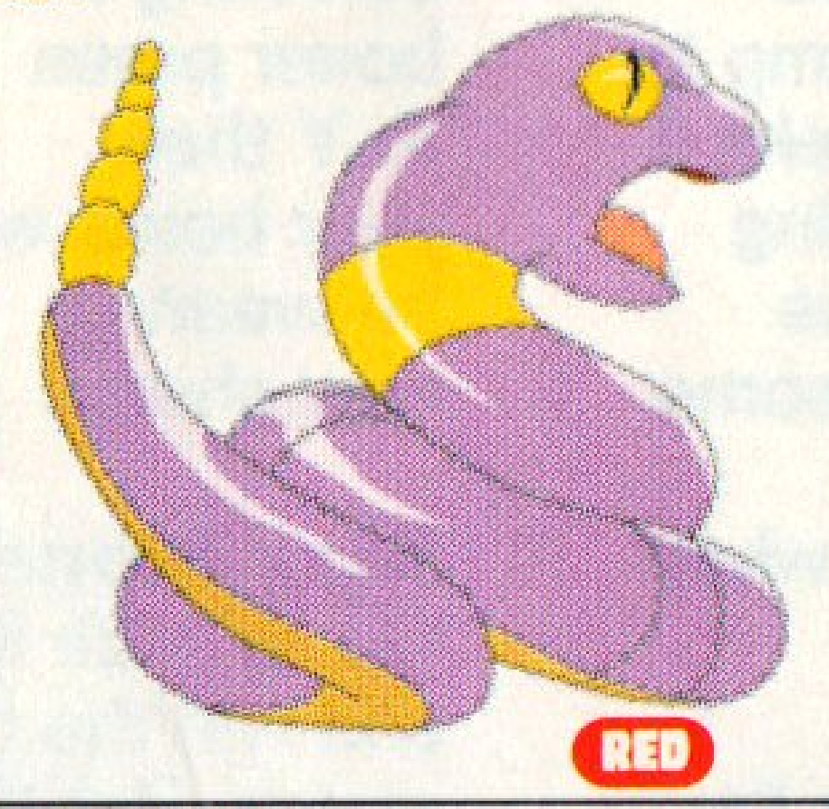


RED BLUE

SEEN ☐ GOT ☐ EVOLUTION 21 22

FOUND: Routes 17, 18, 23

23 EKANS

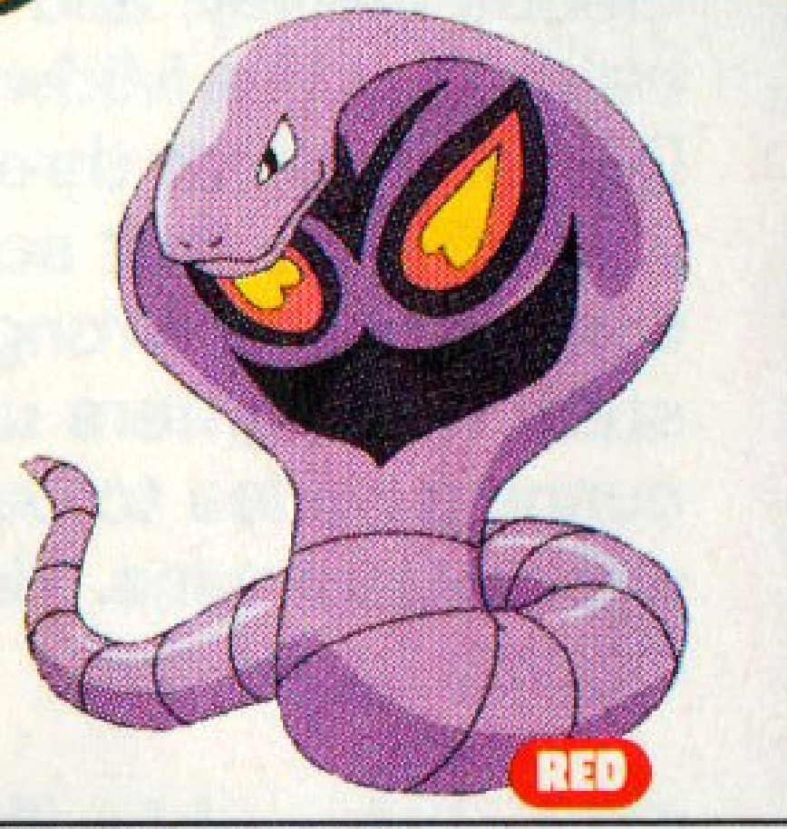


RED

SEEN ☐ GOT ☐ EVOLUTION 23 24

FOUND: Routes 4, 8, 9, 11, 23

24 ARBOK

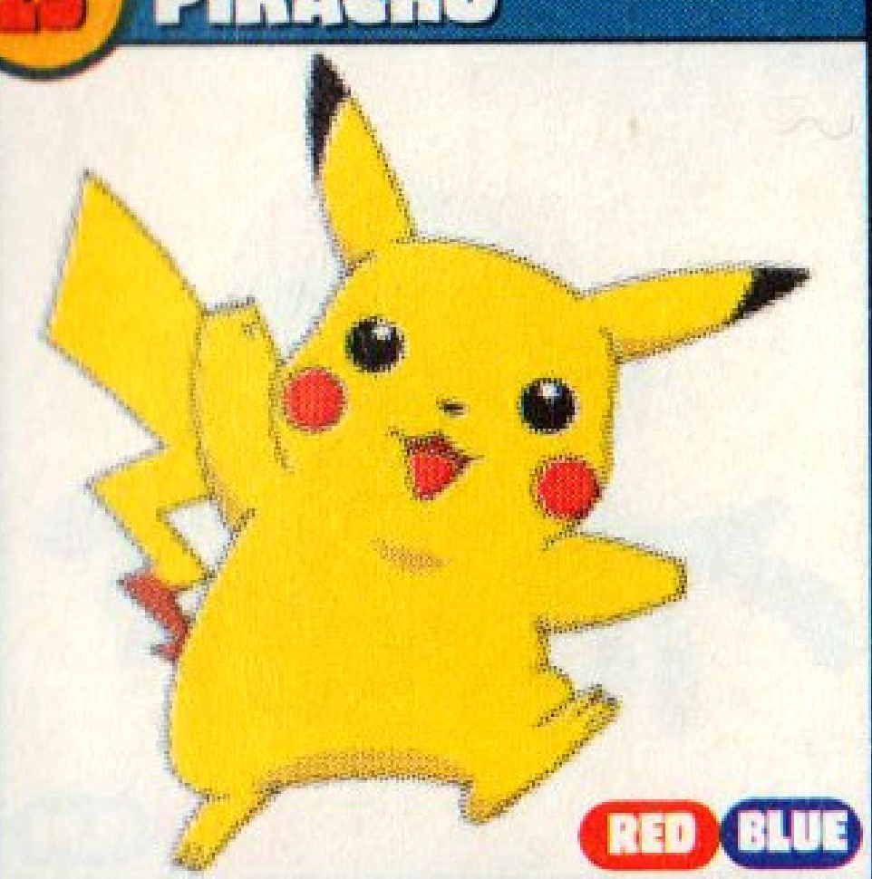


RED

SEEN ☐ GOT ☐ EVOLUTION 23 24

FOUND: Route 23, Cerulean Cave

25 PIKACHU

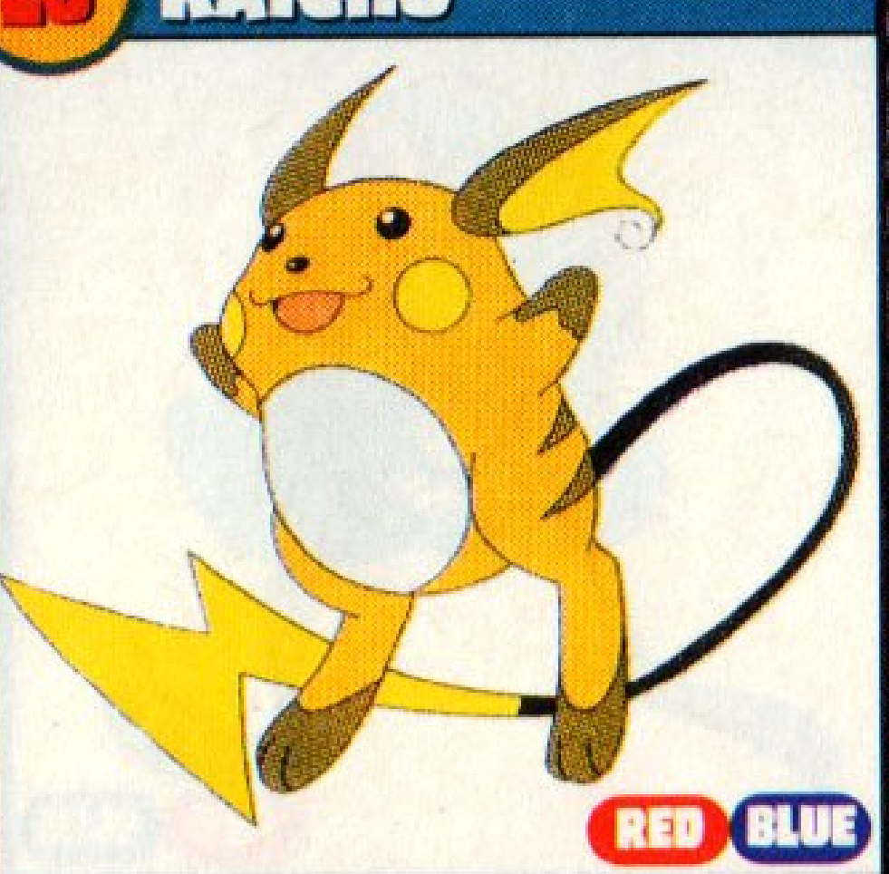


RED BLUE

SEEN GOT EVOLUTION 25 26

FOUND: Viridian Forest, Power Plant

26 RAICHU

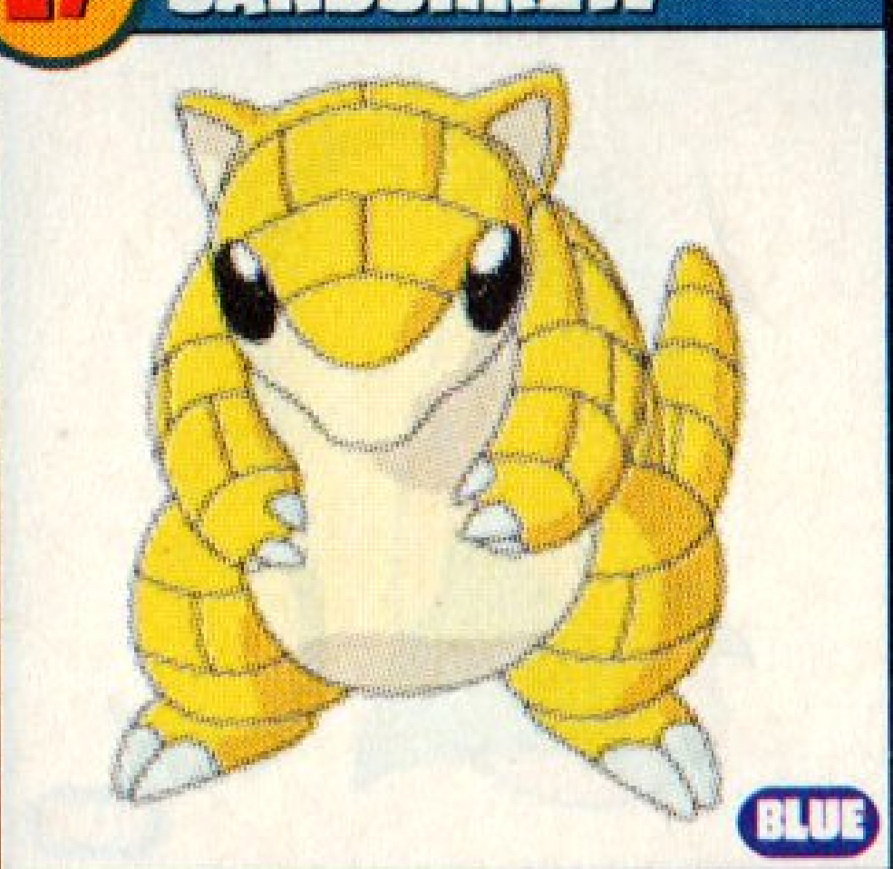


RED BLUE

SEEN GOT EVOLUTION 25 26

FOUND: Cerulean Cave, Evolved From 25

27 SANDSHREW

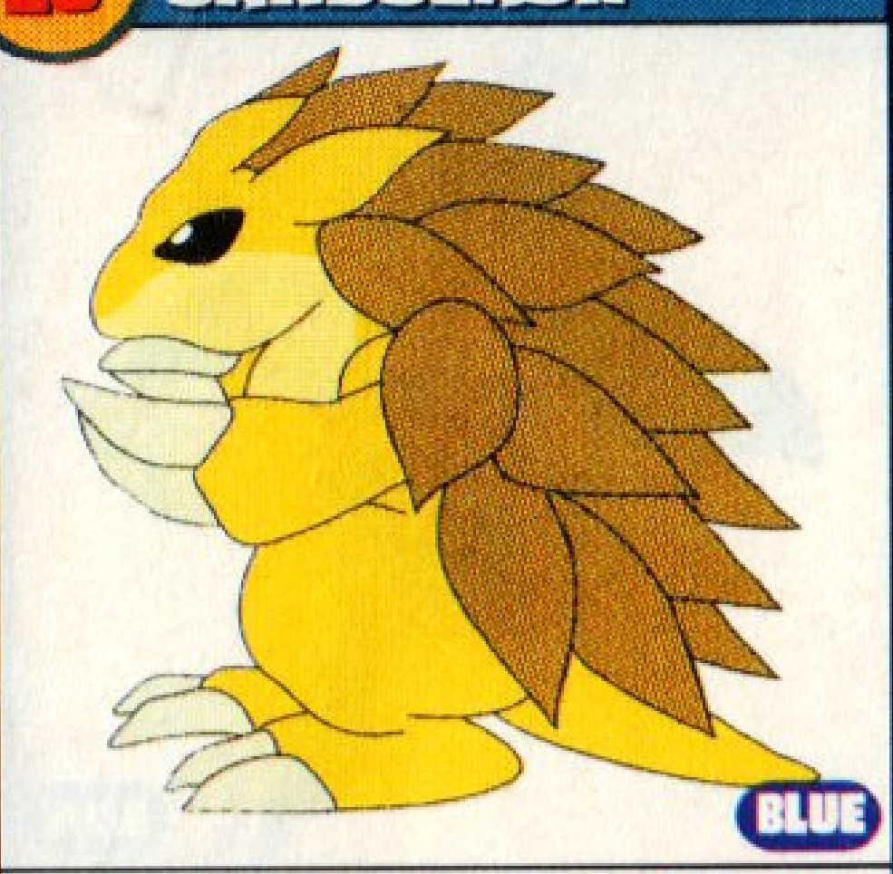


BLUE

SEEN GOT EVOLUTION 27 28

FOUND: Routes 4, 9, 11, 23

28 SANDSLASH

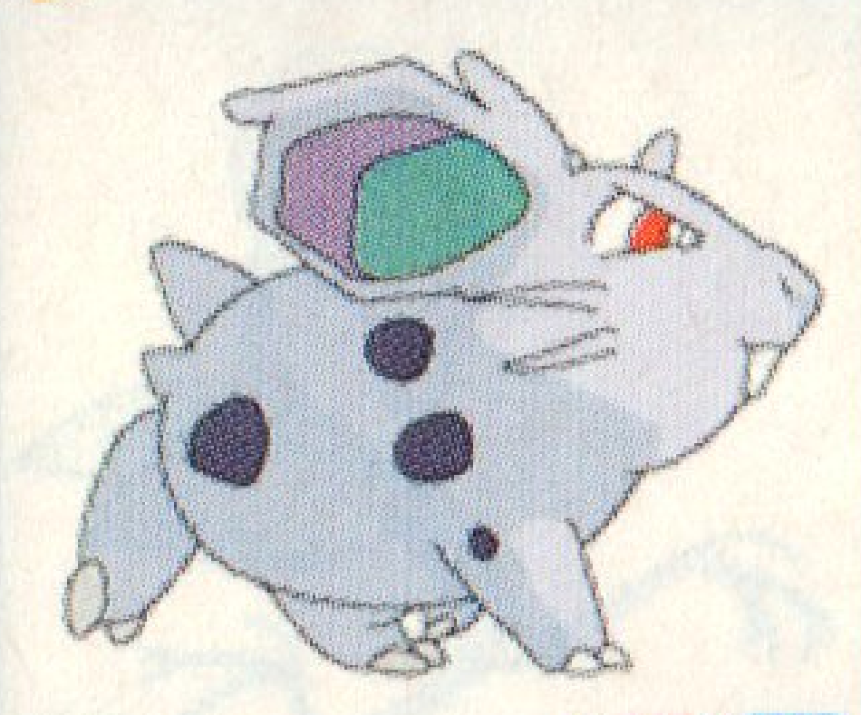


BLUE

SEEN GOT EVOLUTION 27 28

FOUND: Route 23, Cerulean Cave

29 NIDORAN (F)

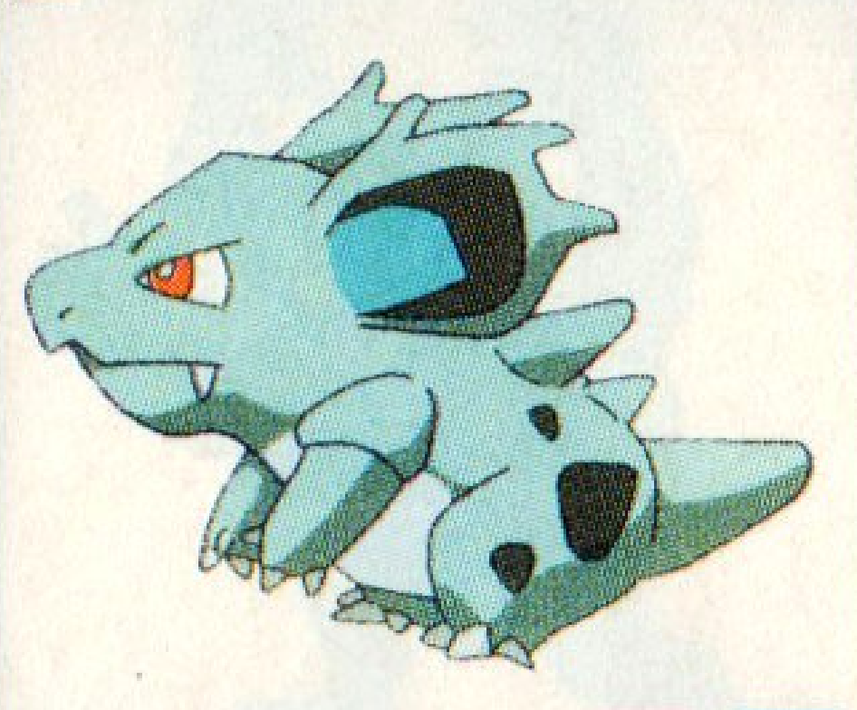


RED BLUE

SEEN GOT EVOLUTION 29 30 31

FOUND: Route 22, Safari Zone

30 NIDORINA

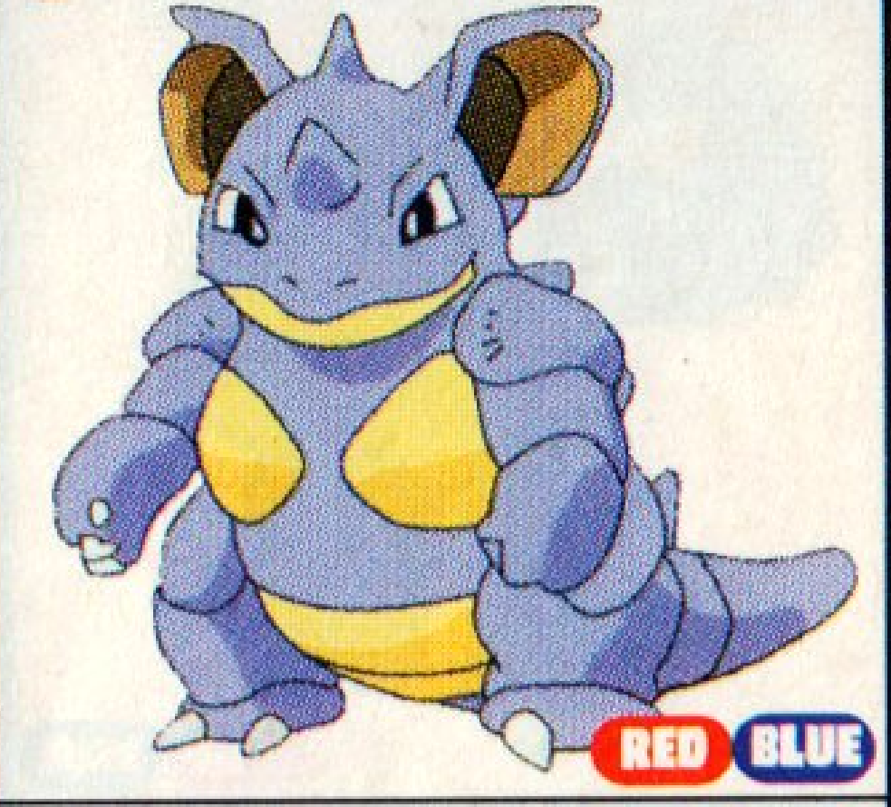


RED BLUE

SEEN GOT EVOLUTION 29 30 31

FOUND: Route 11, Safari Zone

31 NIDOQUEEN

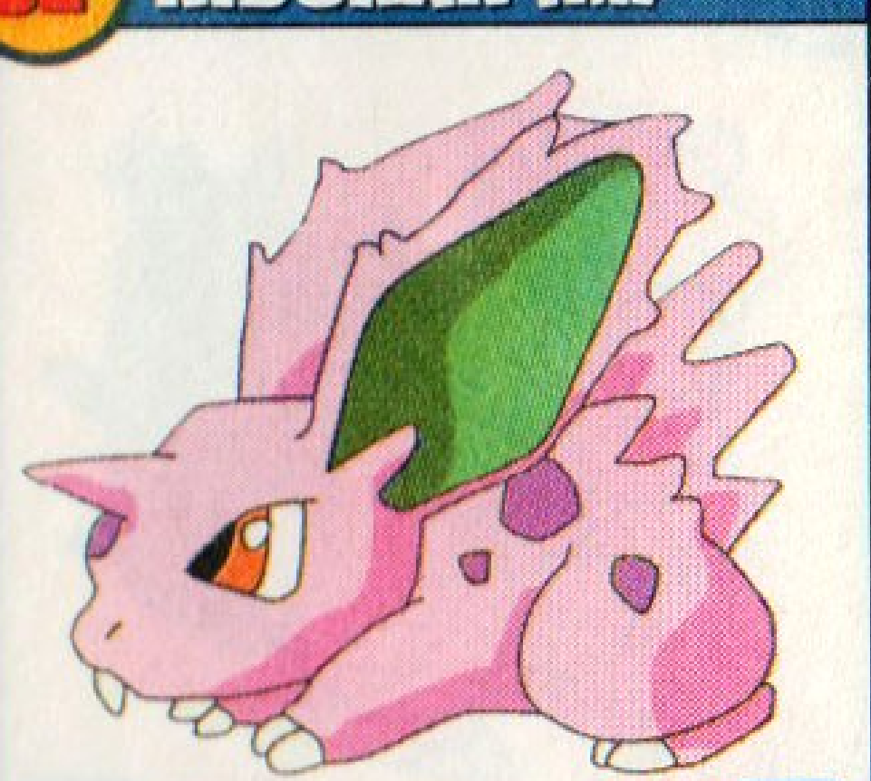


RED BLUE

SEEN GOT EVOLUTION 29 30 31

FOUND: Evolved from number 30

32 NIDORAN (M)

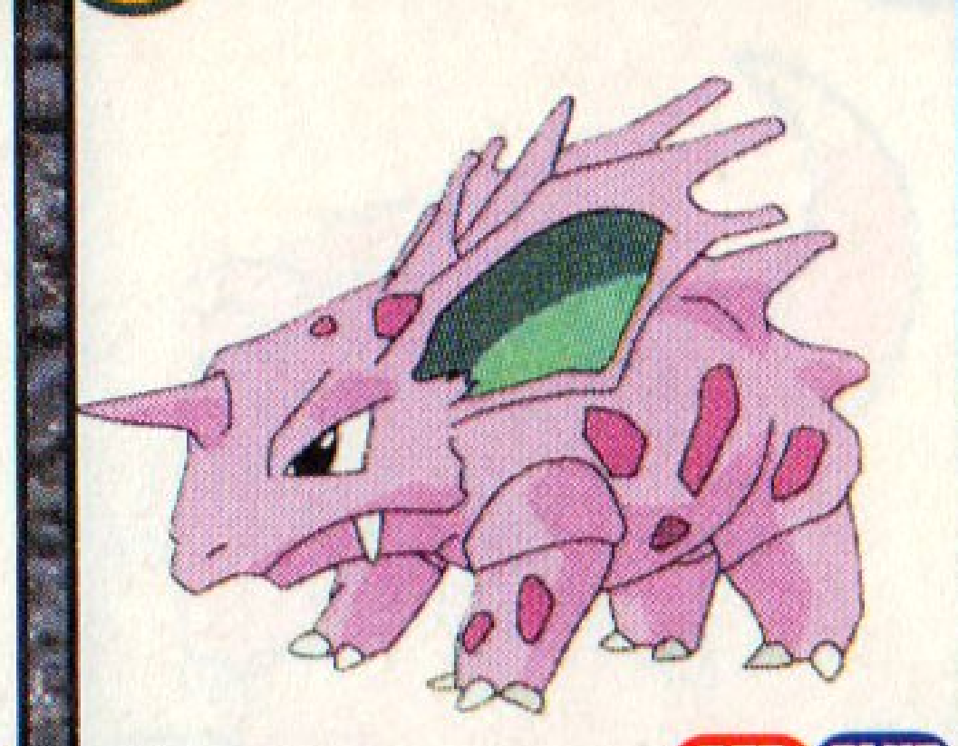


RED BLUE

SEEN GOT EVOLUTION 32 33 34

FOUND: Route 22, Safari Zone

33 NIDORINO

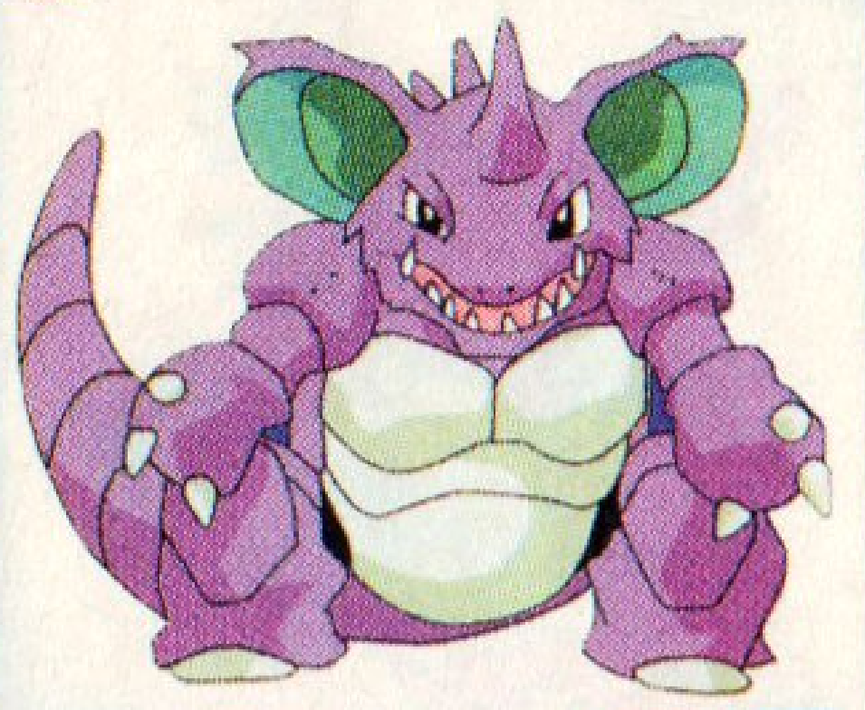


RED BLUE

SEEN GOT EVOLUTION 32 33 34

FOUND: Safari Zone, Evolved from 32

34 NIDOKING

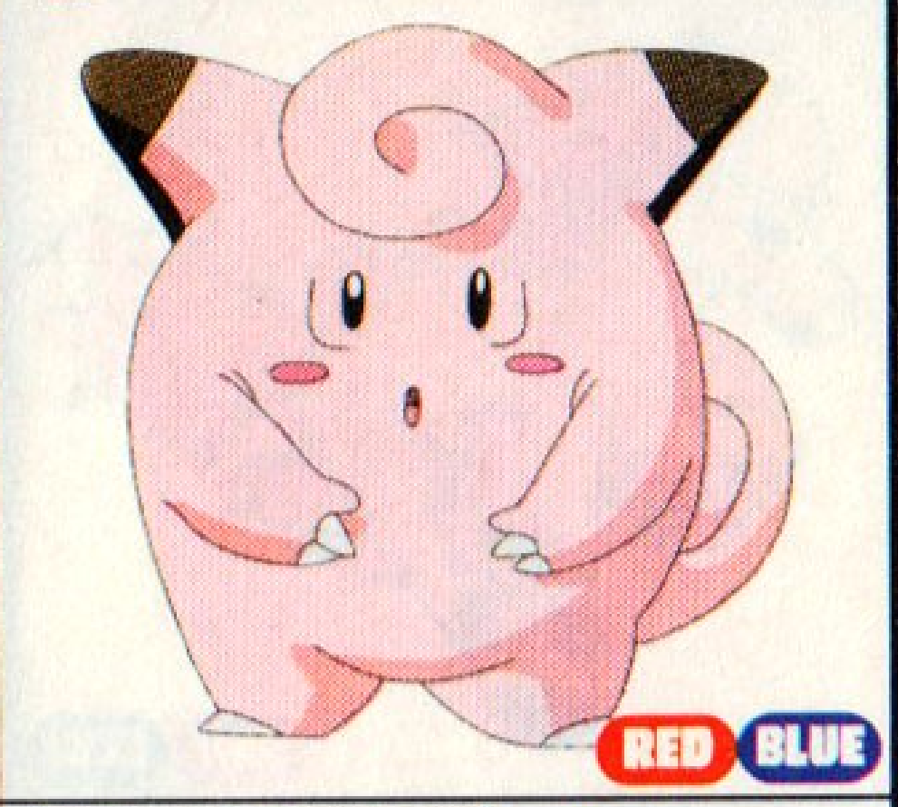


RED BLUE

SEEN GOT EVOLUTION 32 33 34

FOUND: Viridian Forest, Power Plant

35 CLEFAIRY

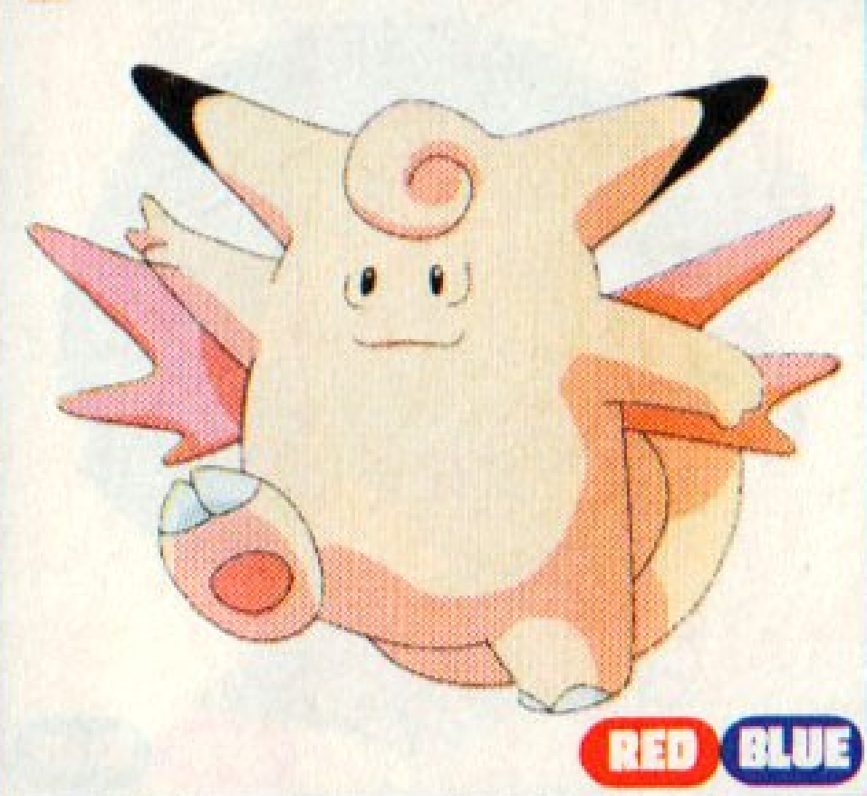


RED BLUE

SEEN GOT EVOLUTION 35 36

FOUND: Mt. Moon, Cerulean Cave

36 CLEFABLE

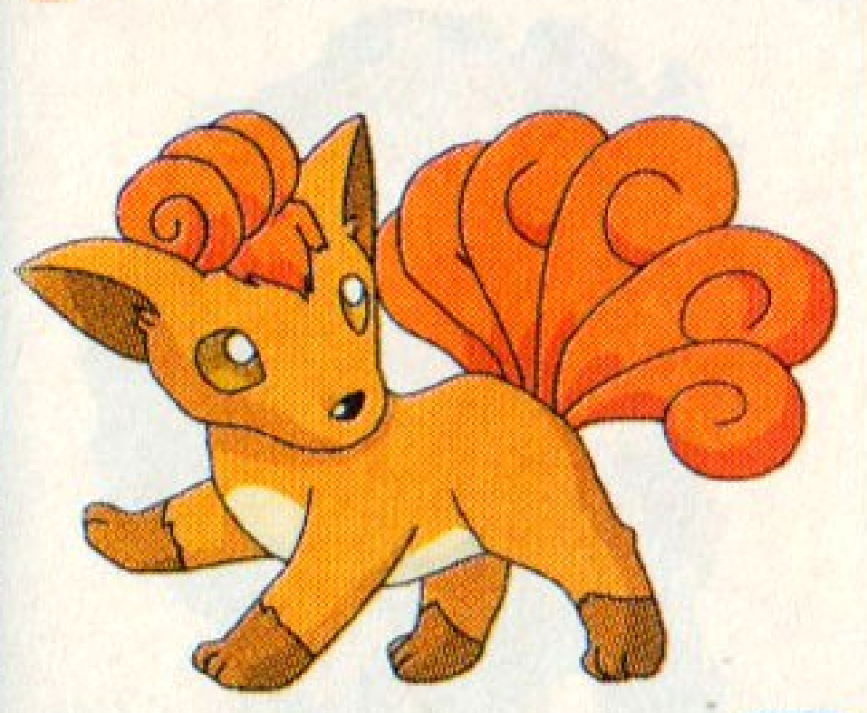


RED BLUE

SEEN GOT EVOLUTION 35 36

FOUND: Evolved from number 35

37 VULPIX

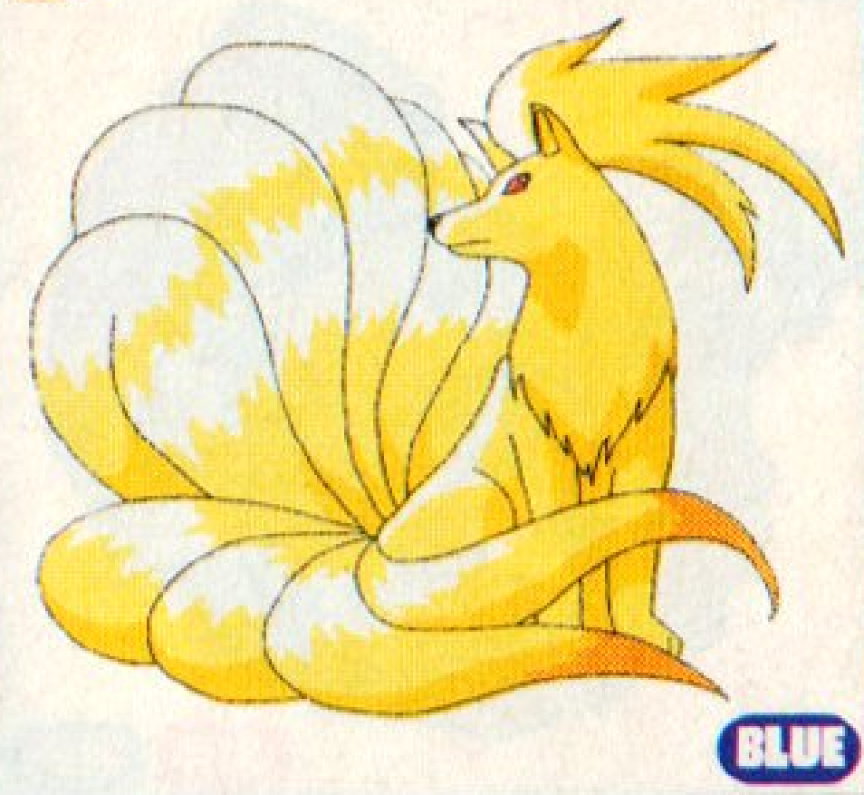


BLUE

SEEN GOT EVOLUTION 37 38

FOUND: Routes 7, 8 Pokémon Mansion

38 NINETALES

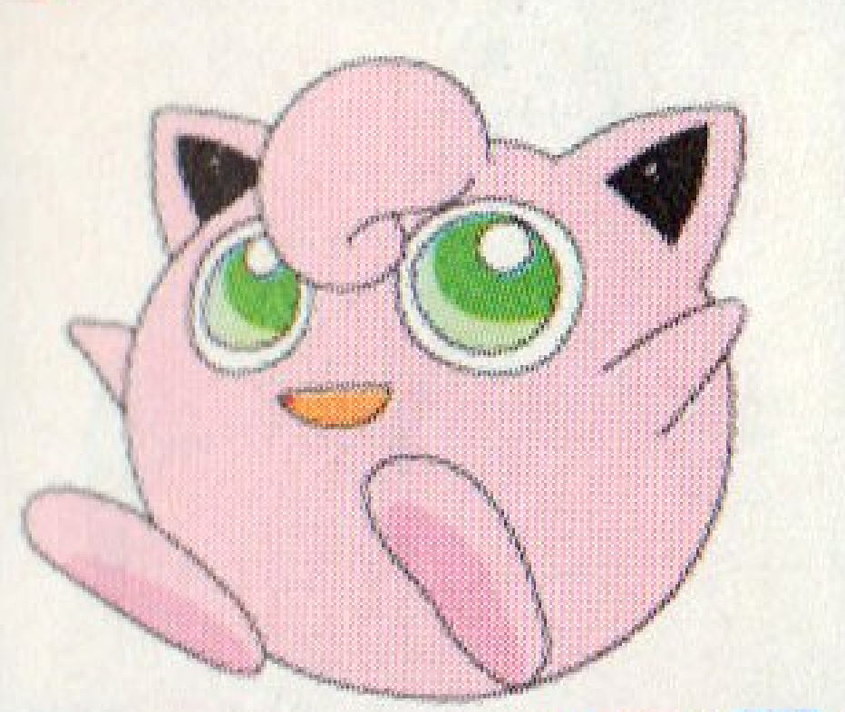


BLUE

SEEN GOT EVOLUTION 37 38

FOUND: Evolved from number 37

39 JIGGLYPUFF

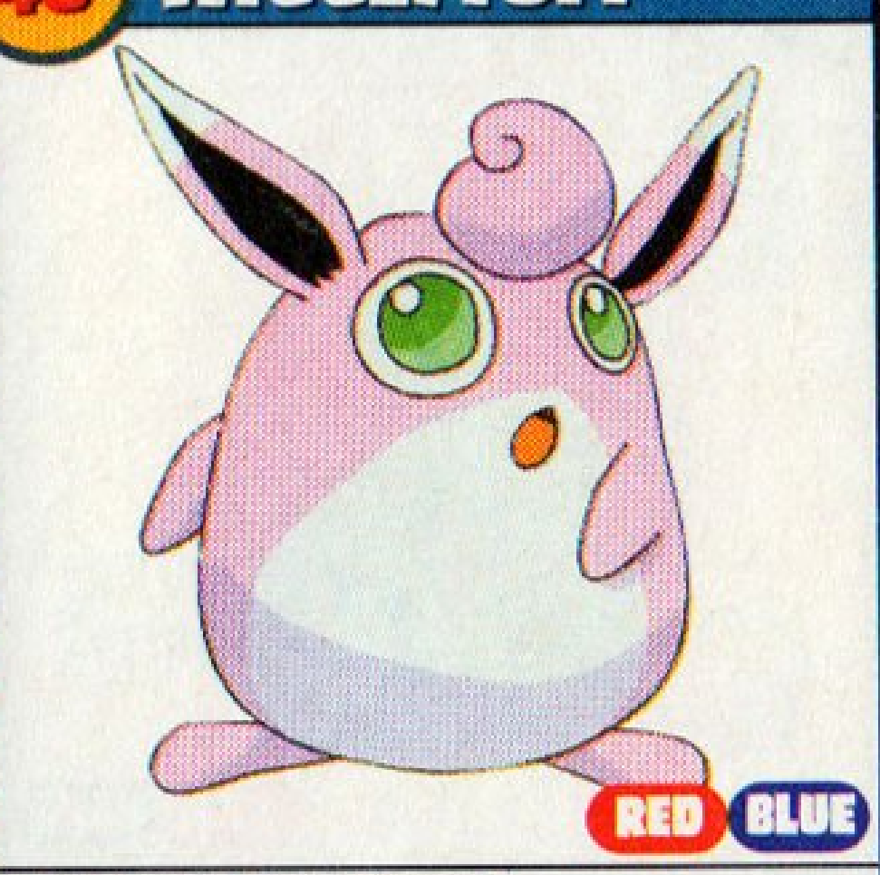


RED BLUE

SEEN GOT EVOLUTION 39 40

FOUND: Route 3

40 WIGGLYTUFF

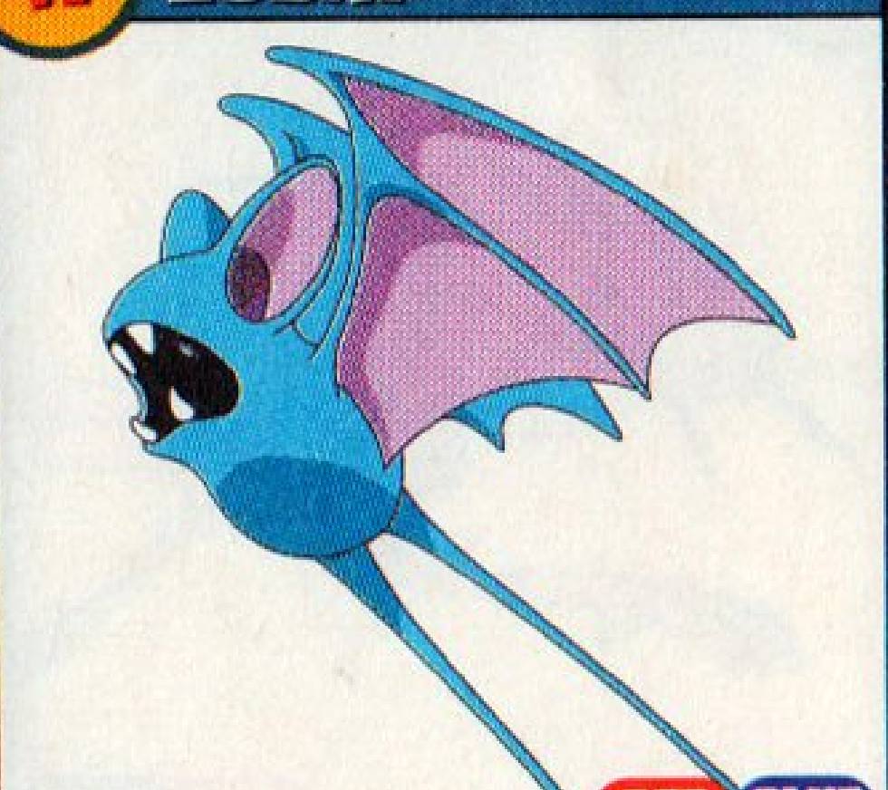


RED BLUE

SEEN GOT EVOLUTION 39 40

FOUND: Cerulean Cave, Evolved from 39

41 ZUBAT

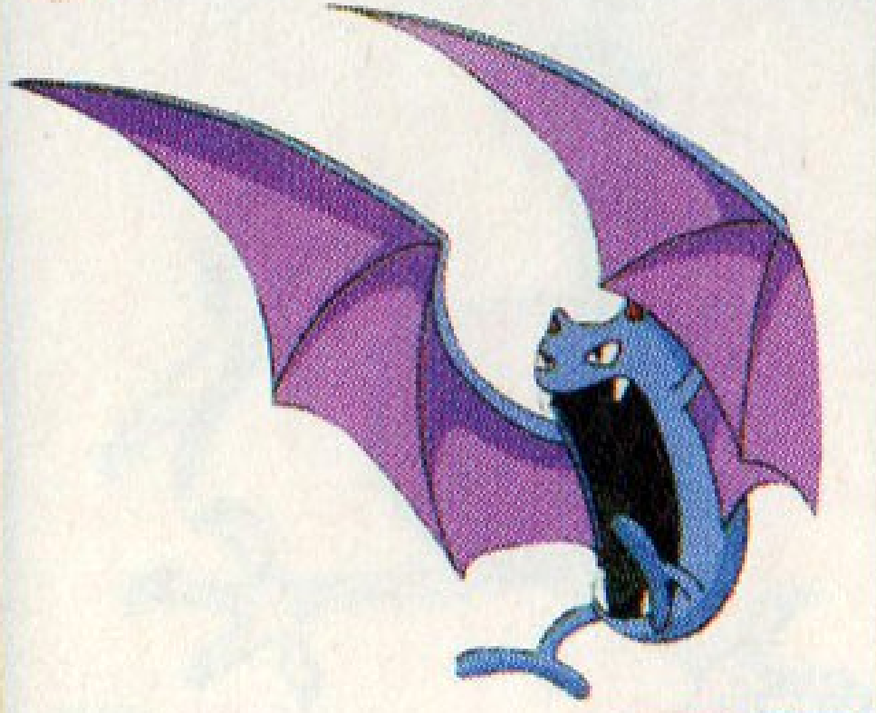


RED BLUE

SEEN GOT EVOLUTION 41 42

FOUND: Mt. Moon, Rock Tunnel, Seafoam Island

42 GOLBAT

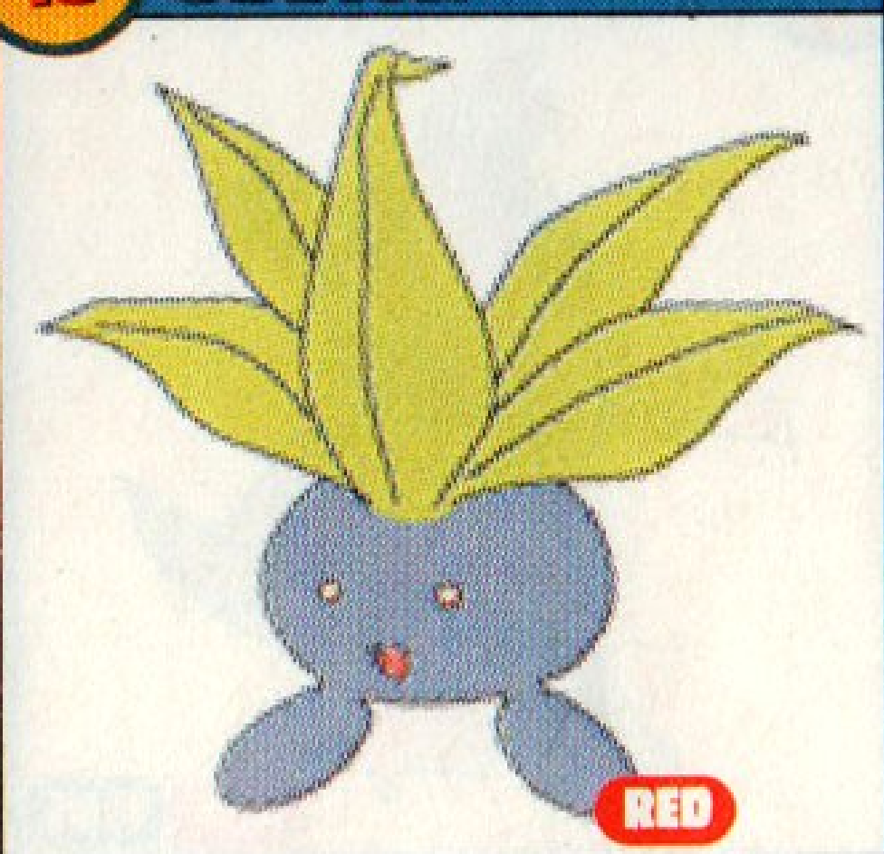


RED BLUE

SEEN GOT EVOLUTION 41 42

FOUND: Route 23, Seafoam Island

43 ODDISH

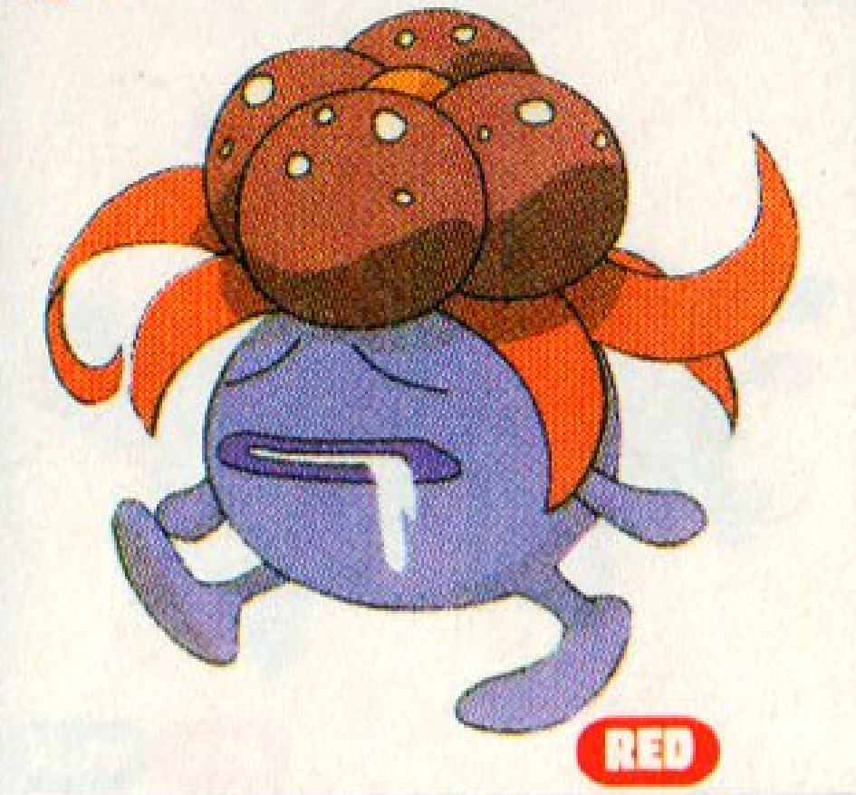


RED

SEEN GOT EVOLUTION 43 44 45

FOUND: Routes 5, 6, 7, 12, 13, 14, 24, 25

44 GLOOM

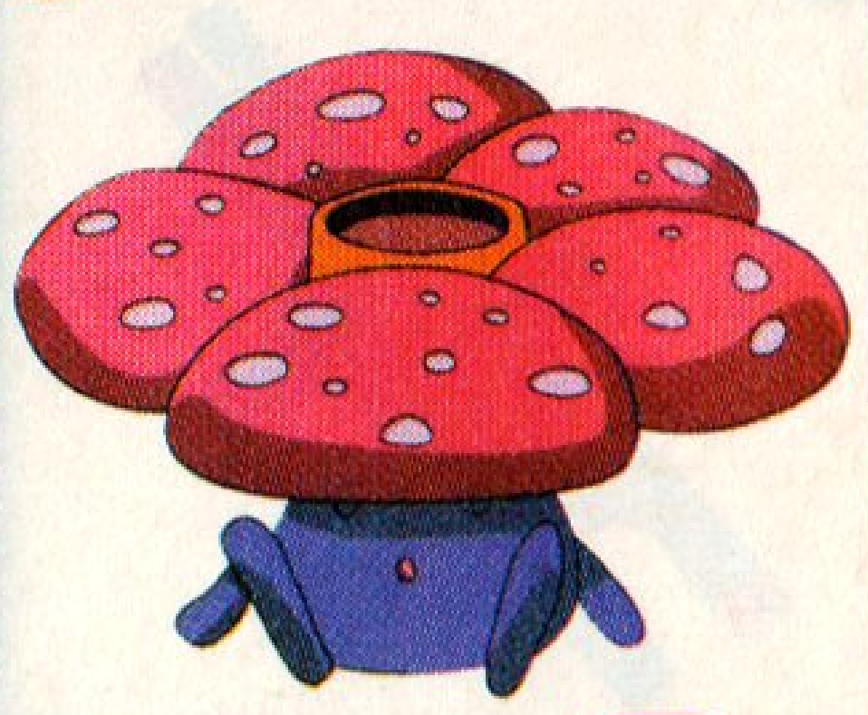


RED

SEEN GOT EVOLUTION 43 44 45

FOUND: Routes 12, 13, 14, 15

45 VILEPLUME

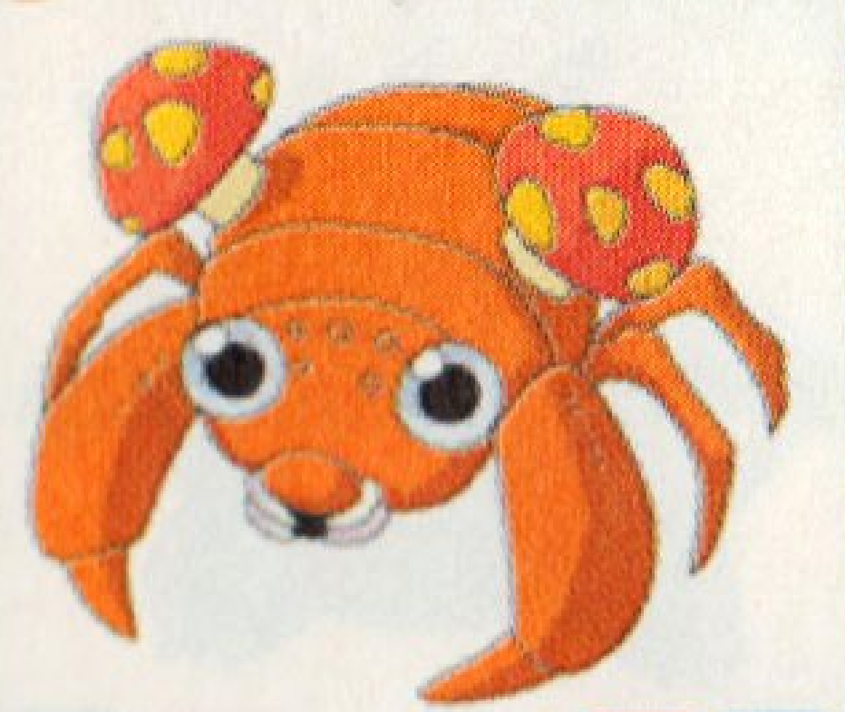


RED

SEEN GOT EVOLUTION 43 44 45

FOUND: Evolved from number 44

46 PARAS

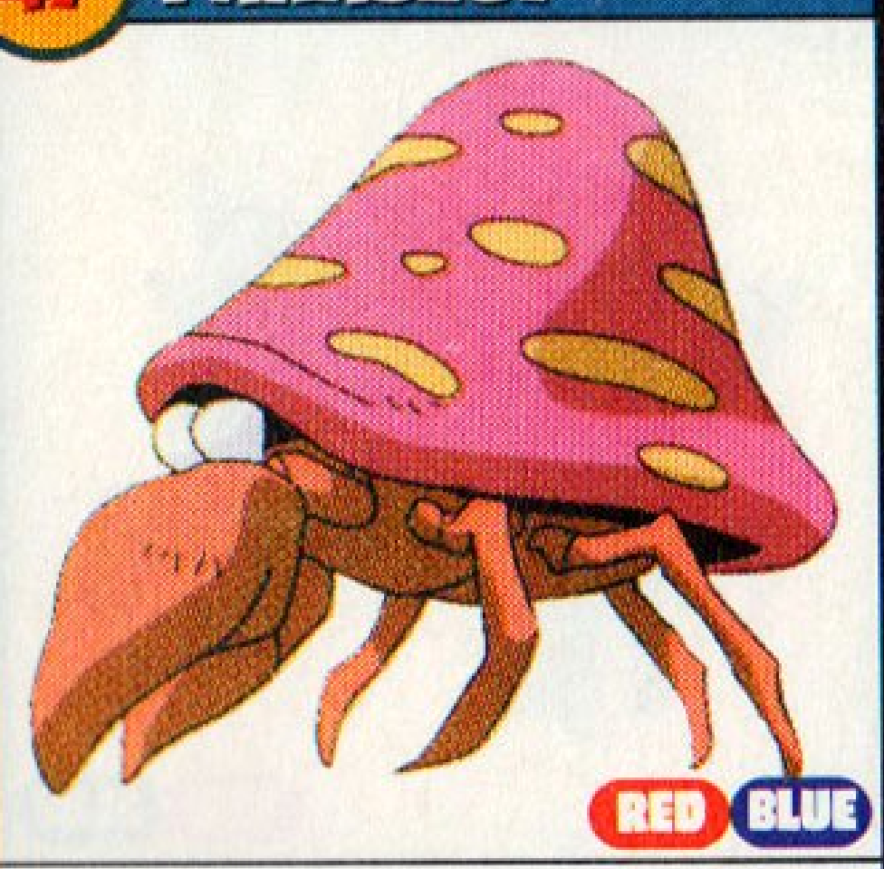


RED BLUE

SEEN GOT EVOLUTION 46 47

FOUND: Mt. Moon, Safari Zone

47 PARASECT

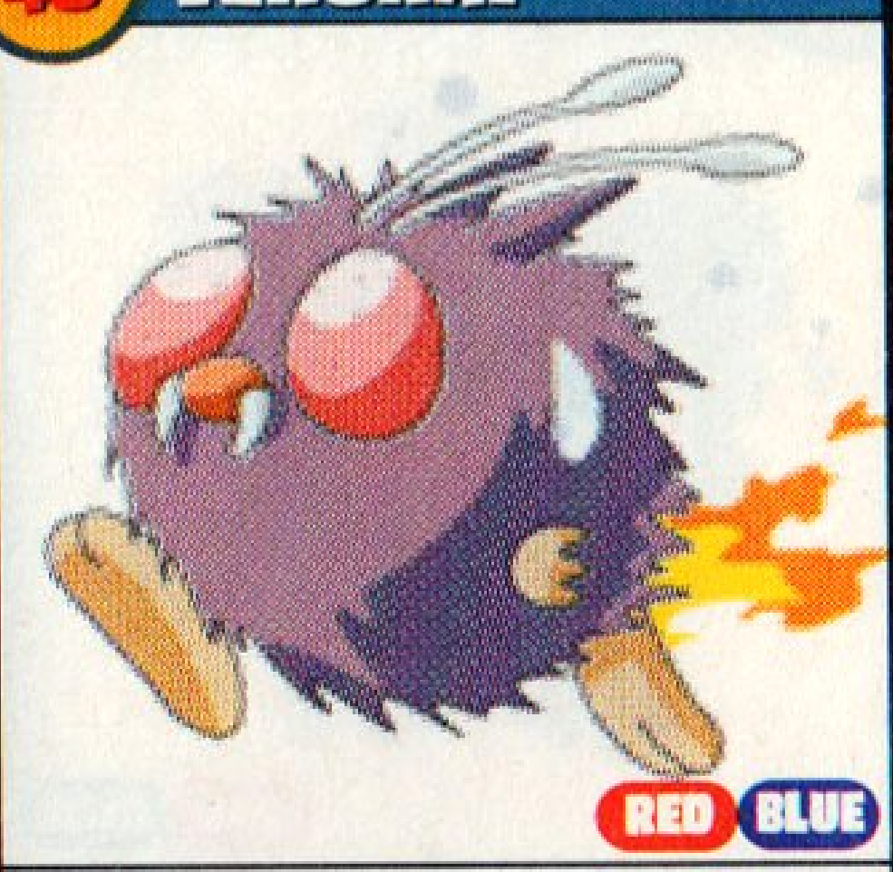


RED BLUE

SEEN GOT EVOLUTION 46 47

FOUND: Mt. Moon, Safari Zone, Cerulean Cave

48 VENONAT

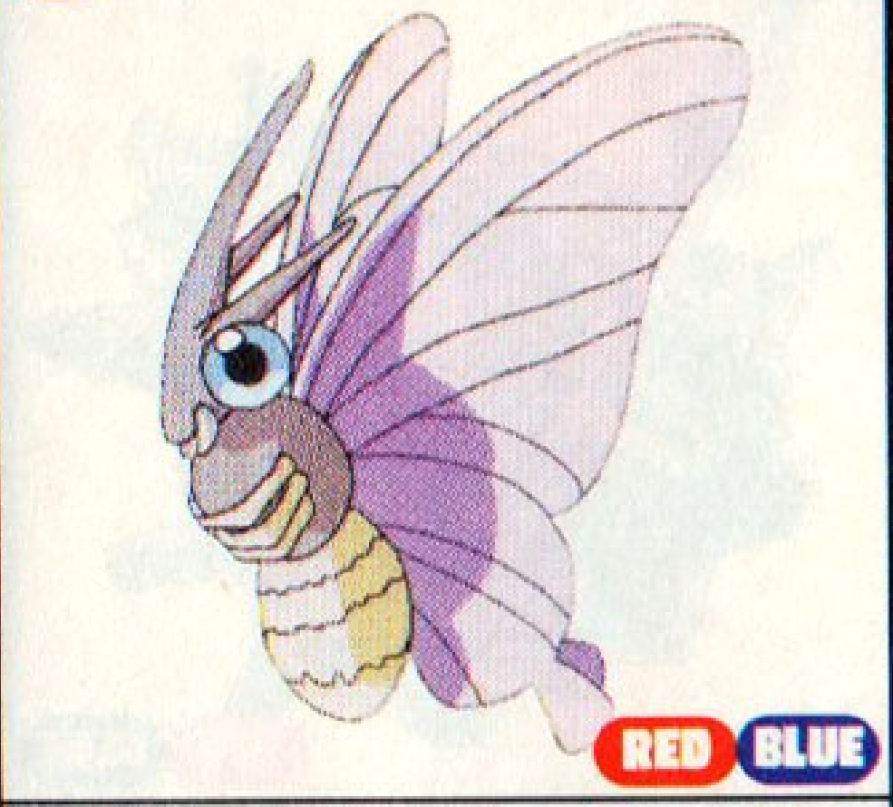


RED BLUE

SEEN GOT EVOLUTION 48 49

FOUND: Routes 12, 13, 14, 15, Safari Zone

49 VENOMOTH

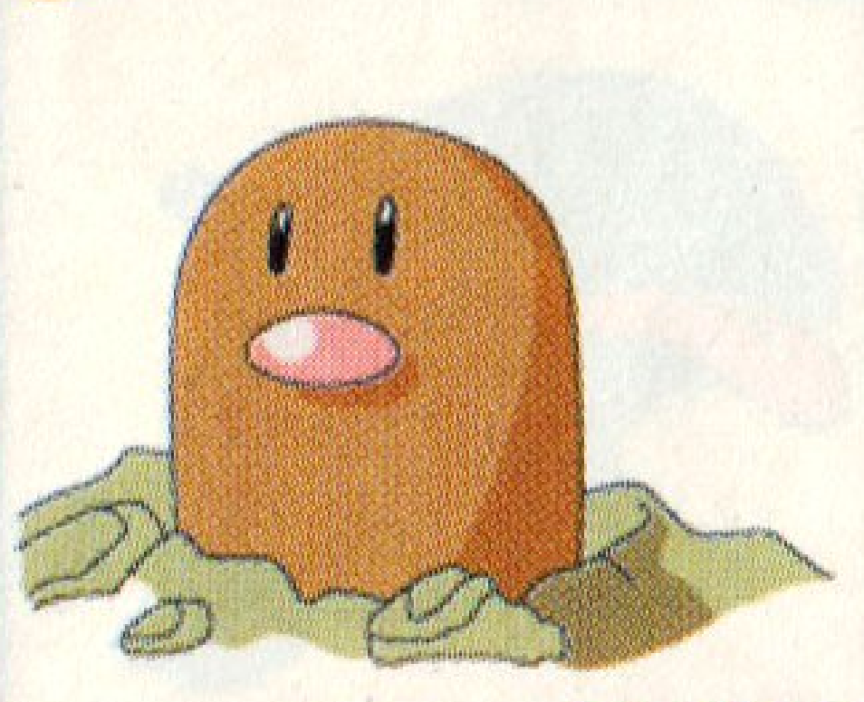


RED BLUE

SEEN GOT EVOLUTION 48 49

FOUND: Safari Zone, Victory Road

50 DIGLETT

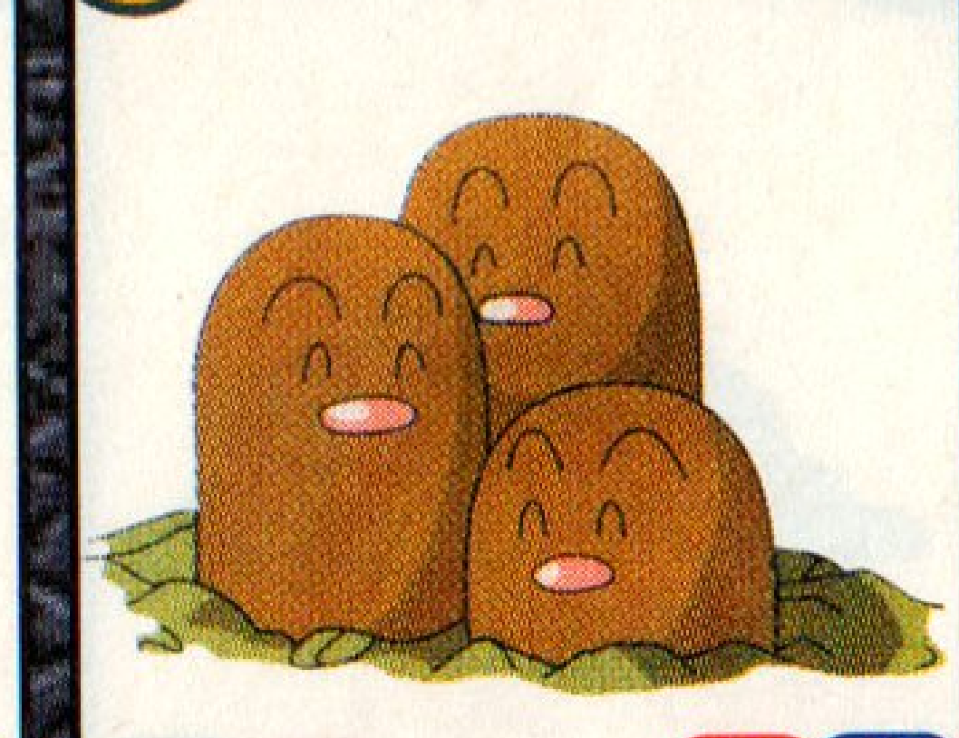


RED BLUE

SEEN GOT EVOLUTION 50 51

FOUND: Diglett's Cave

51 DUGTRIO

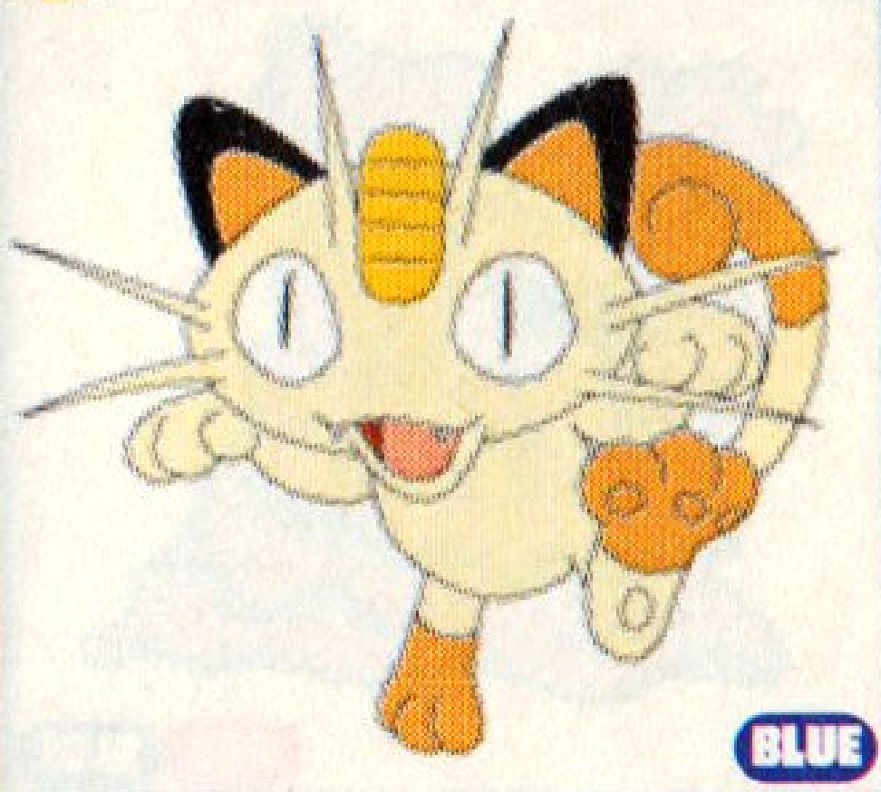


RED BLUE

SEEN GOT EVOLUTION 50 51

FOUND: Diglett's Cave

52 MEOWTH

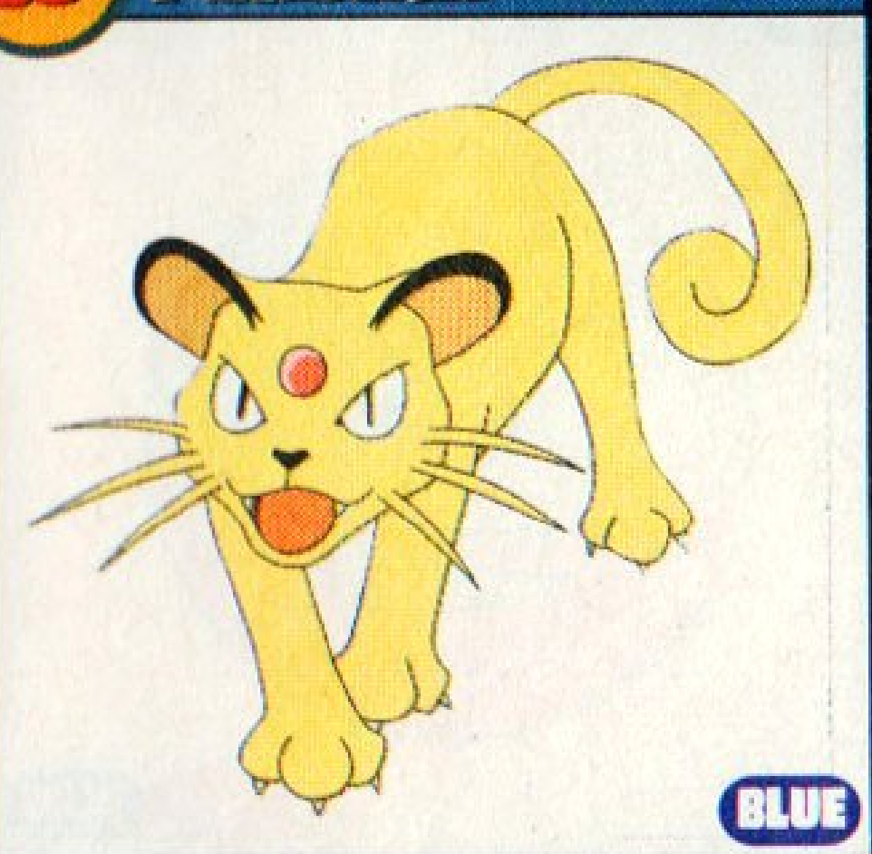


BLUE

SEEN GOT EVOLUTION 52 53

FOUND: Routes 5, 6, 7, 8

53 PERSIAN

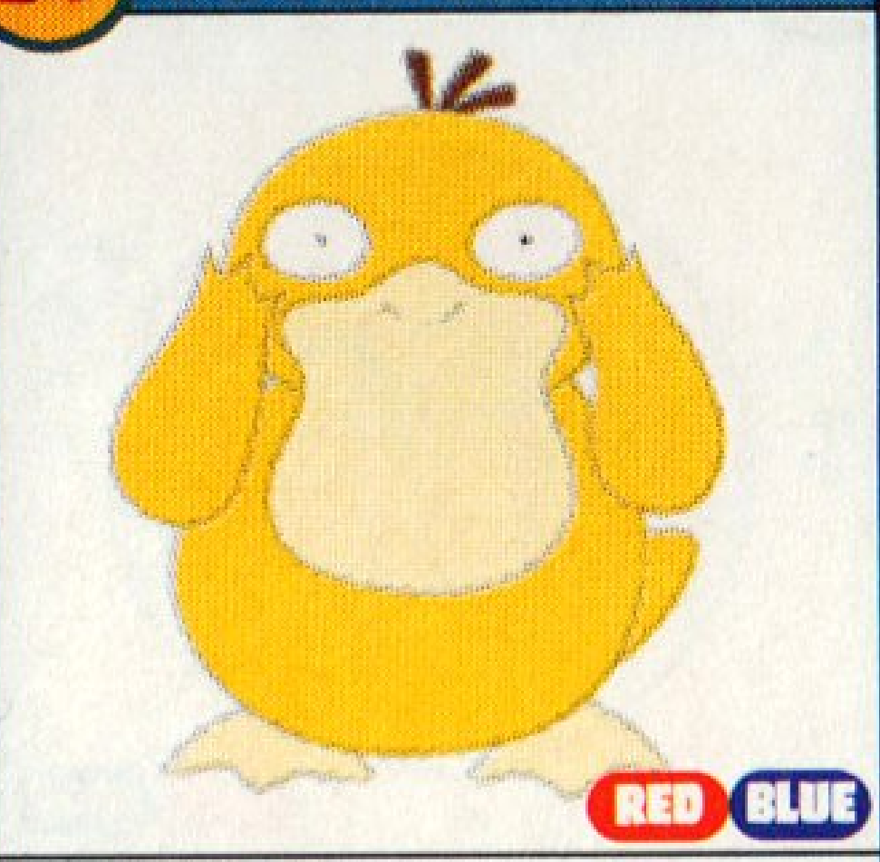


BLUE

SEEN GOT EVOLUTION 52 53

FOUND: Evolved from number 52

54 PSYDUCK

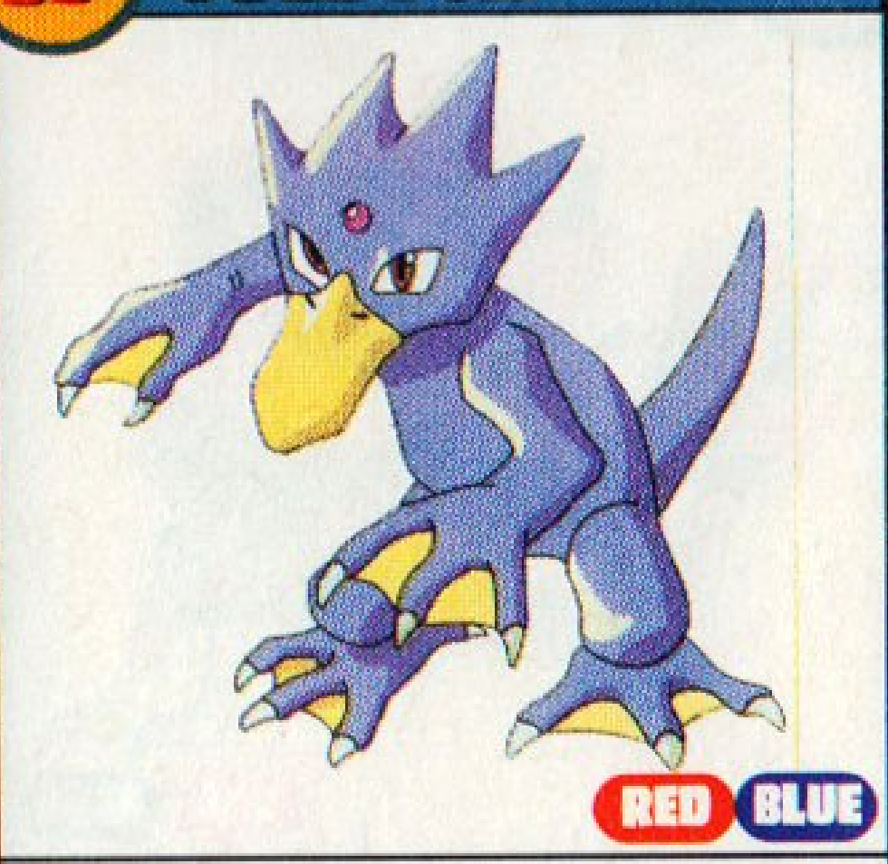


RED BLUE

SEEN GOT EVOLUTION 54 55

FOUND: Routes 24, 25, Seafoam Island

55 GOLDUCK

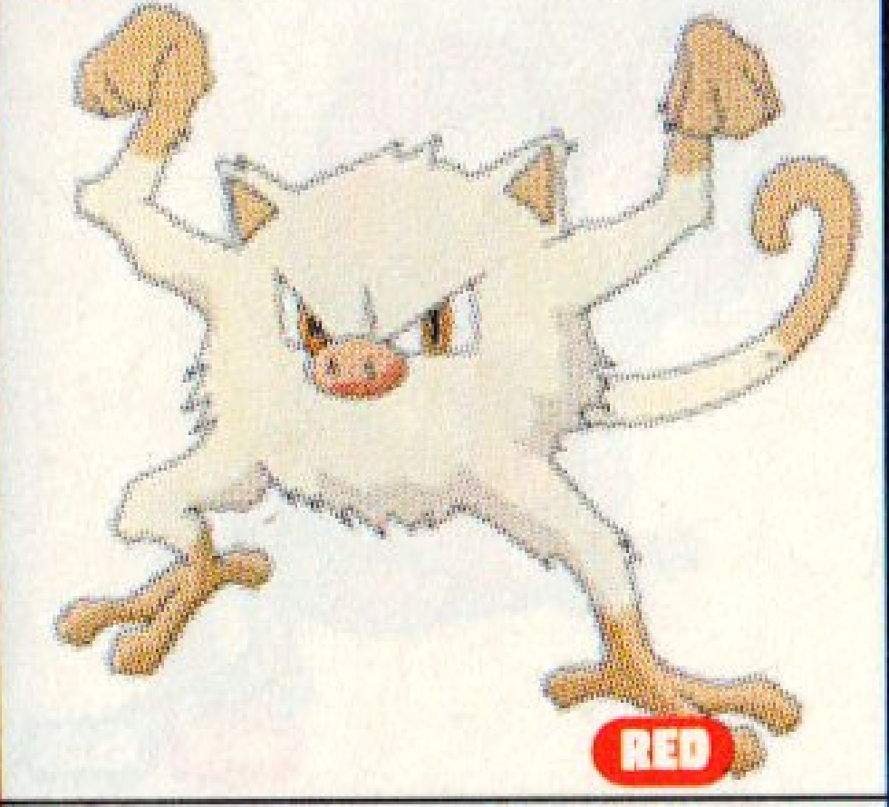


RED BLUE

SEEN GOT EVOLUTION 54 55

FOUND: Seafoam Island

56 MANKEY

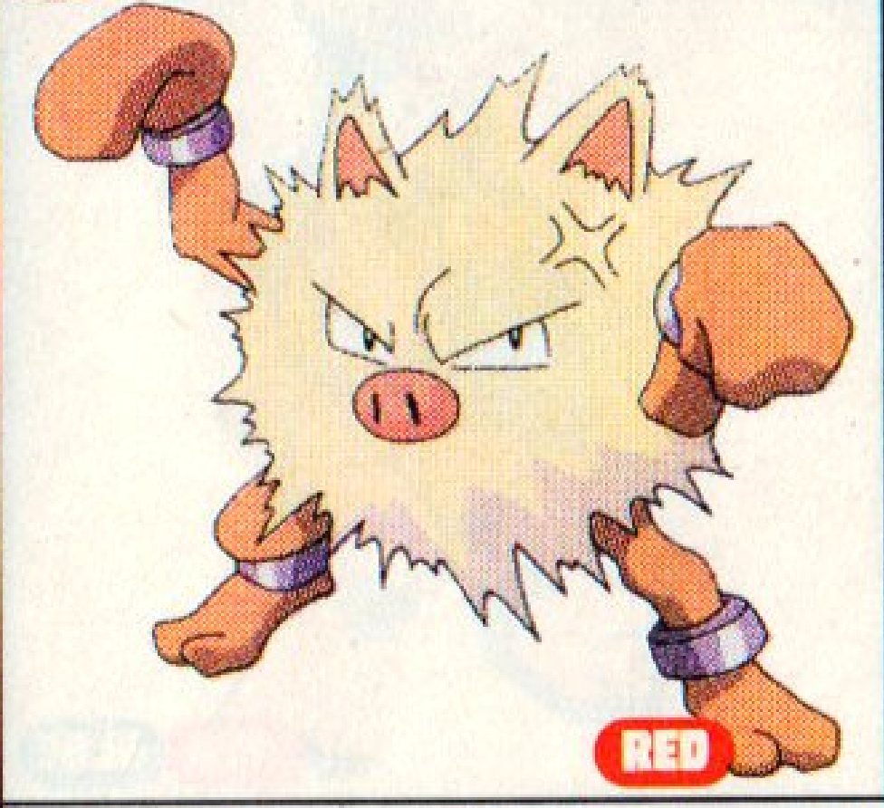


RED

SEEN GOT EVOLUTION 56 57

FOUND: Routes 5, 6, 7, 8

57 PRIMEAPE

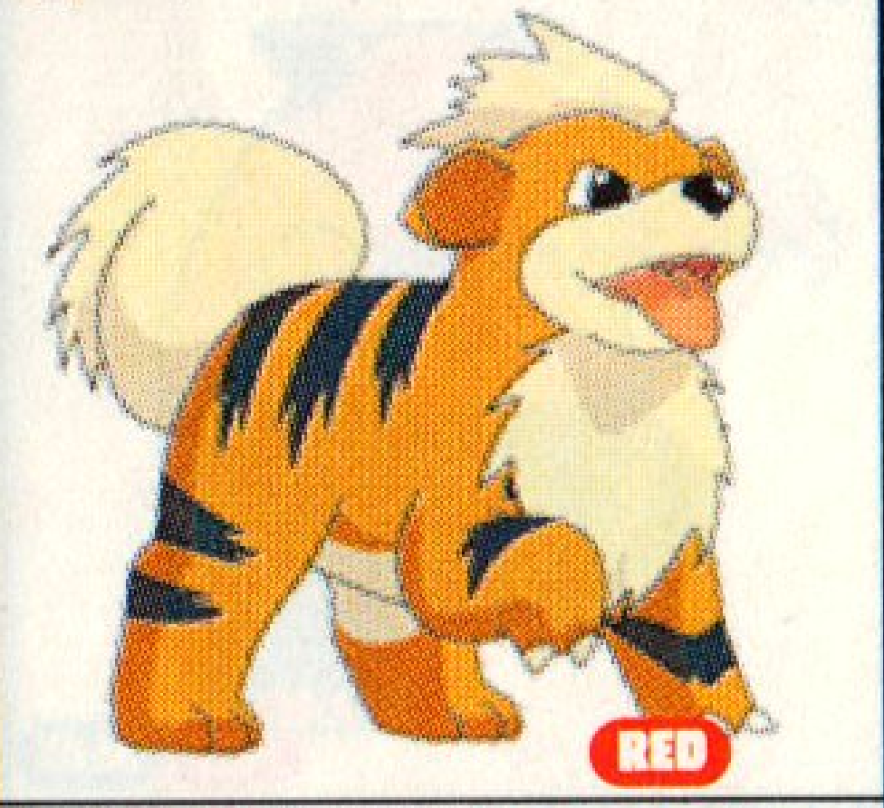


RED

SEEN GOT EVOLUTION 56 57

FOUND: Evolved from number 56

58 GROWLITHE

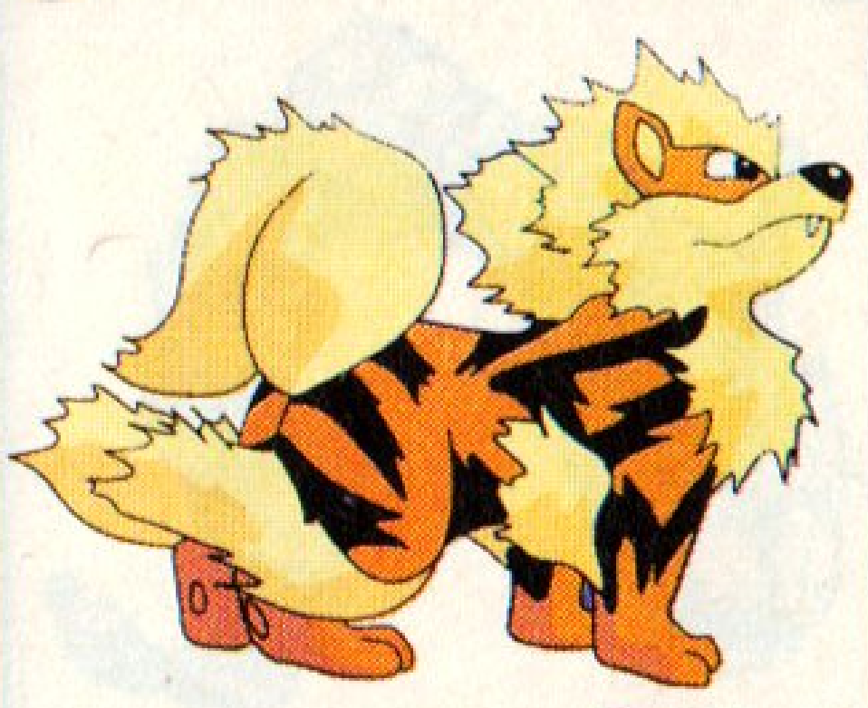


RED

SEEN GOT EVOLUTION 58 59

FOUND: Pokémon Mansions

59 ARCANINE

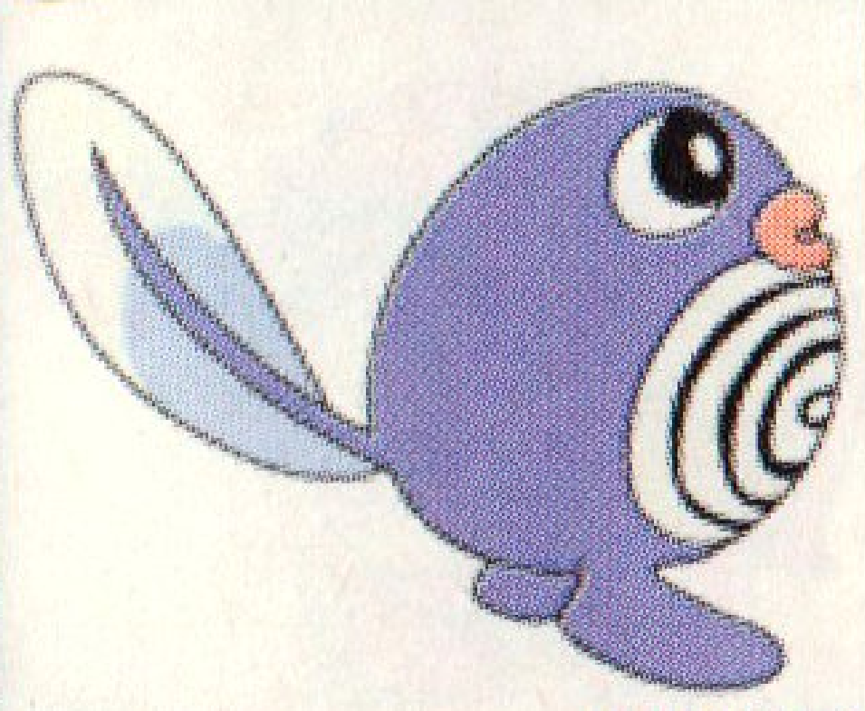


RED

SEEN GOT EVOLUTION 58 59

FOUND: Evolved from number 58

60 POLIWAG

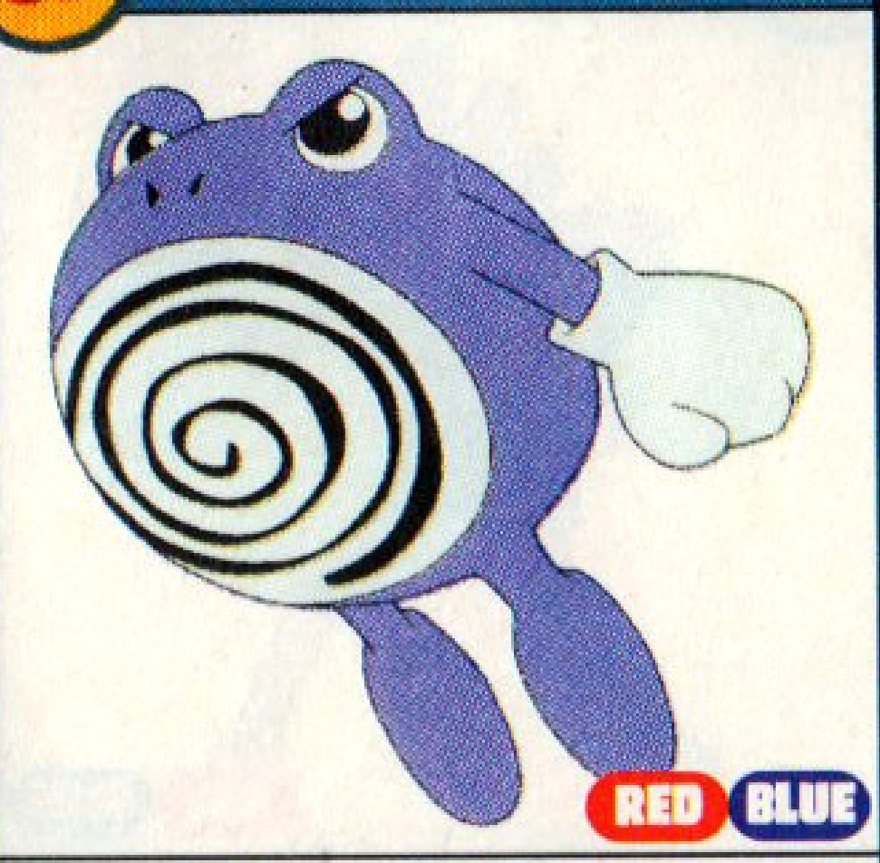


RED BLUE

SEEN GOT EVOLUTION 60 61 62

FOUND: Viridan, Fish in Pallet, Vermillion Cave

61 POLIWHIRL

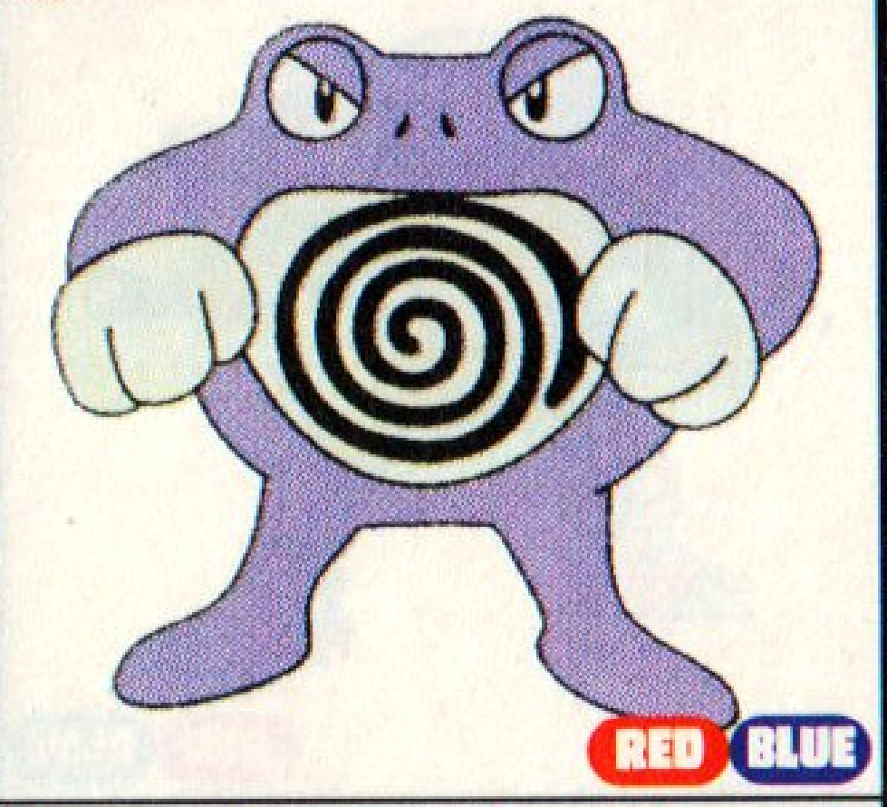


RED BLUE

SEEN GOT EVOLUTION 60 61 62

FOUND: Fish at routes 9, 10, evolved from 60

62 POLIWRATH

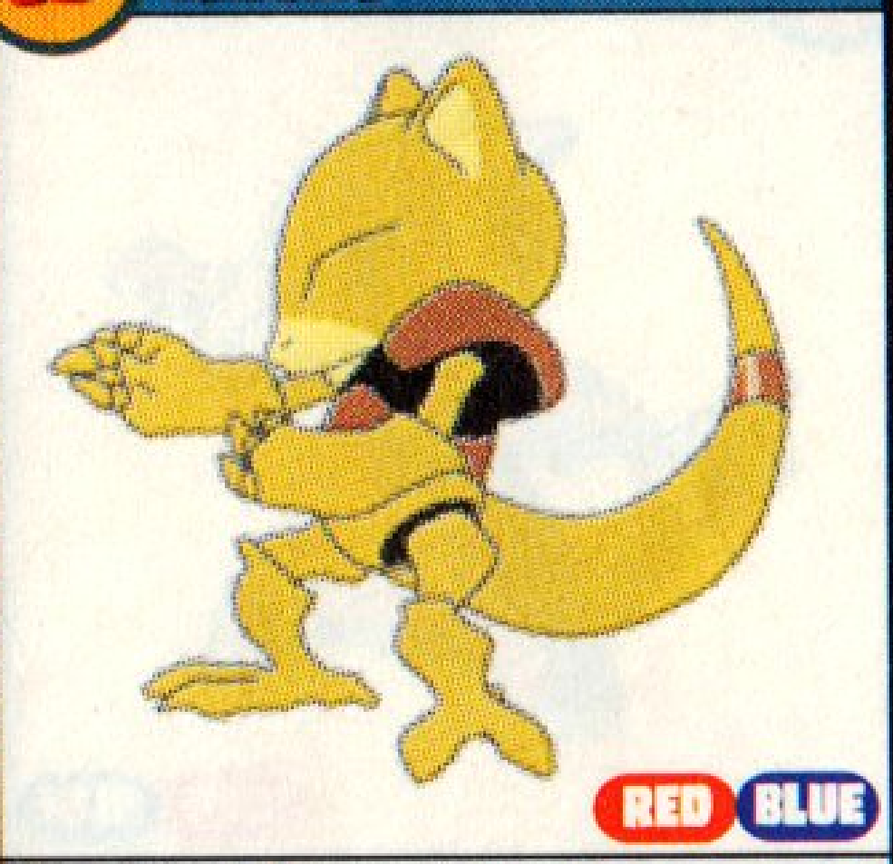


RED BLUE

SEEN GOT EVOLUTION 60 61 62

FOUND: Fish at routes 9, 10, evolved from 61

63 ABRA

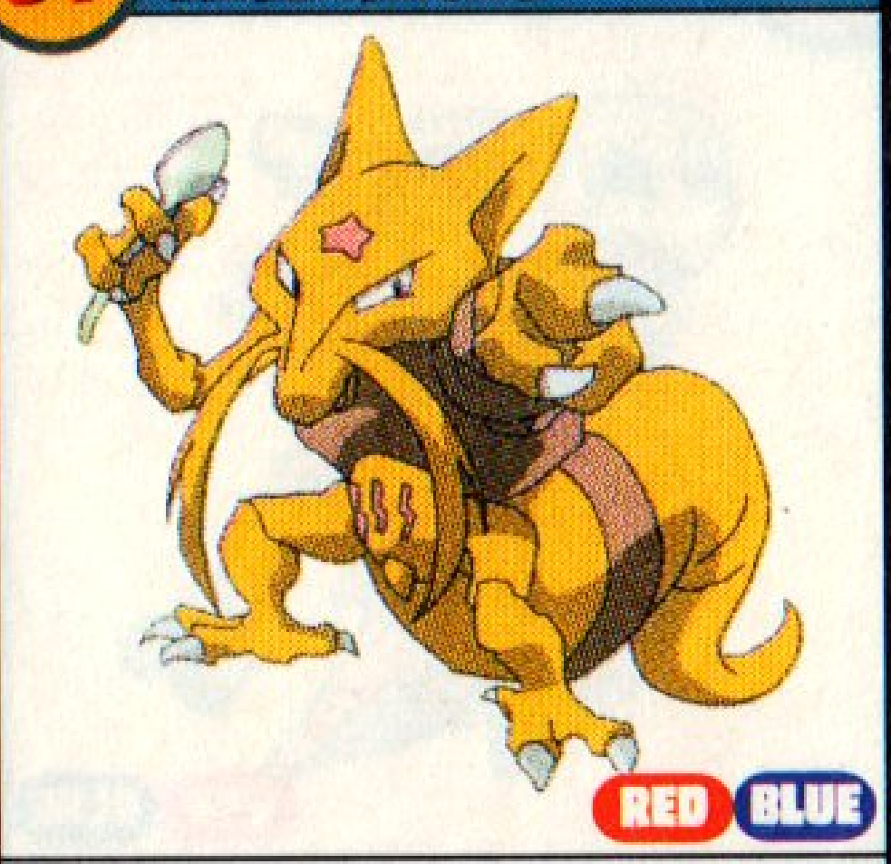


RED BLUE

SEEN GOT EVOLUTION 63 64 65

FOUND: Routes 24, 25

64 KADABRA

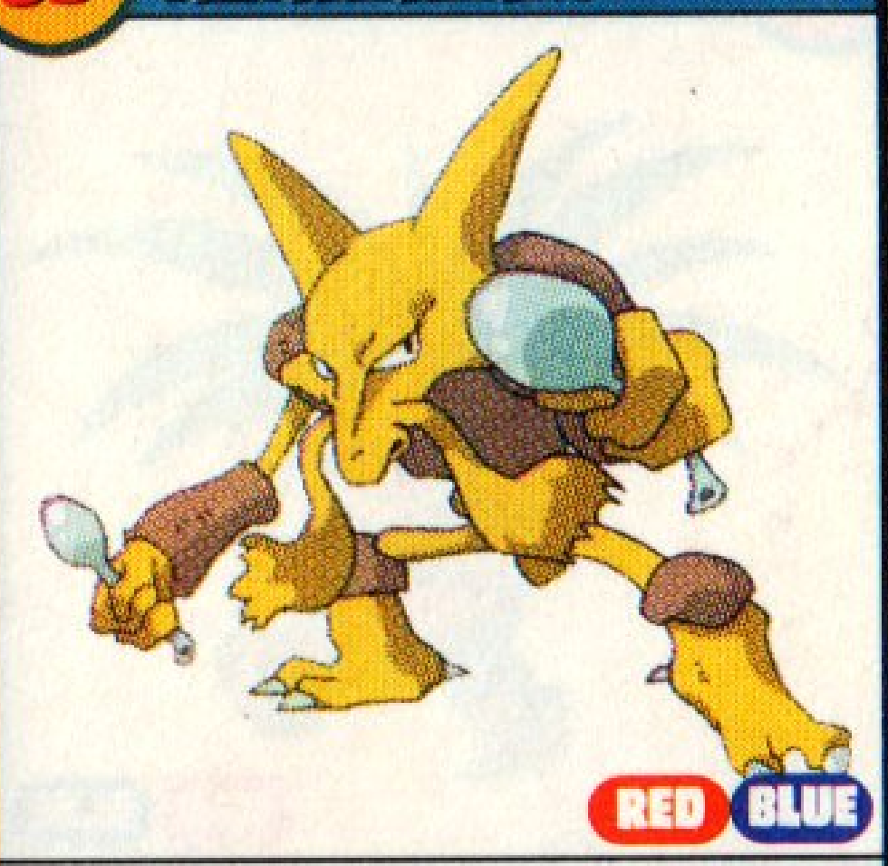


RED BLUE

SEEN GOT EVOLUTION 63 64 65

FOUND: Cerulean Cave, evolved from 63

65 ALAKAZAM

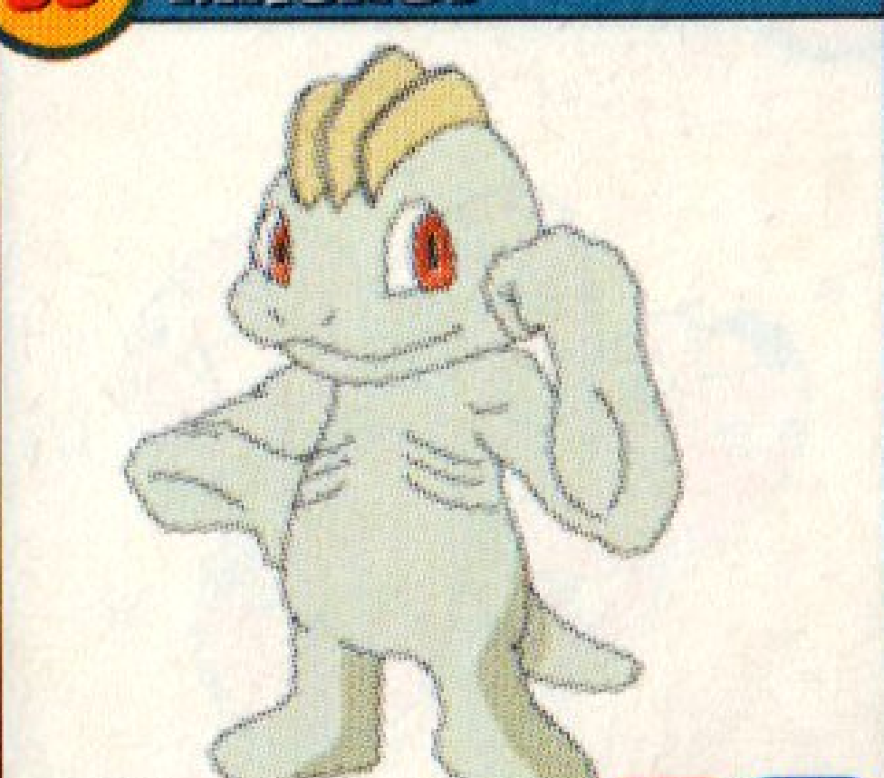


RED BLUE

SEEN GOT EVOLUTION 63 64 65

FOUND: Cerulean Cave, evolved from 64

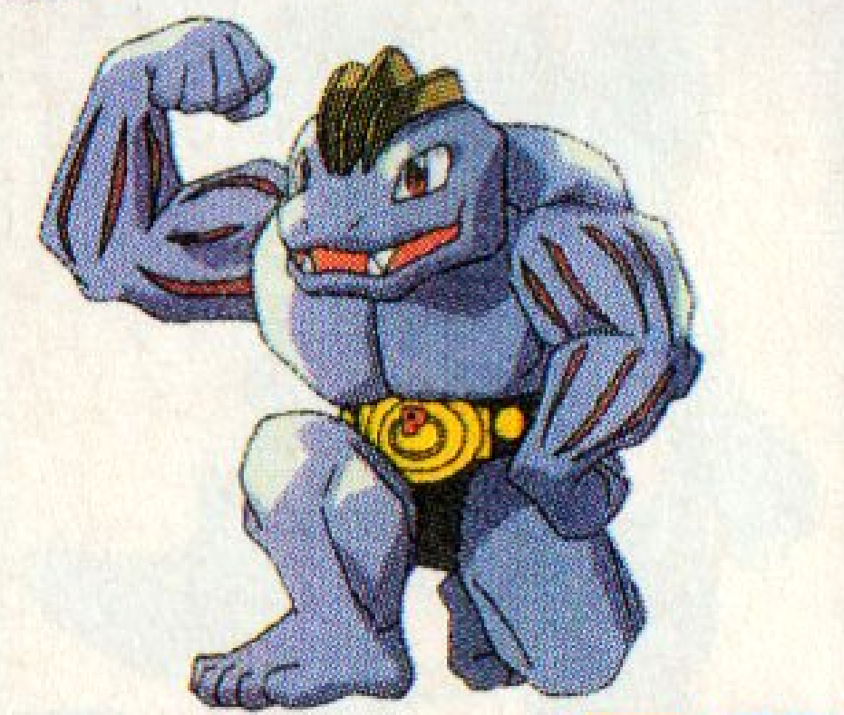
66 MACHOP

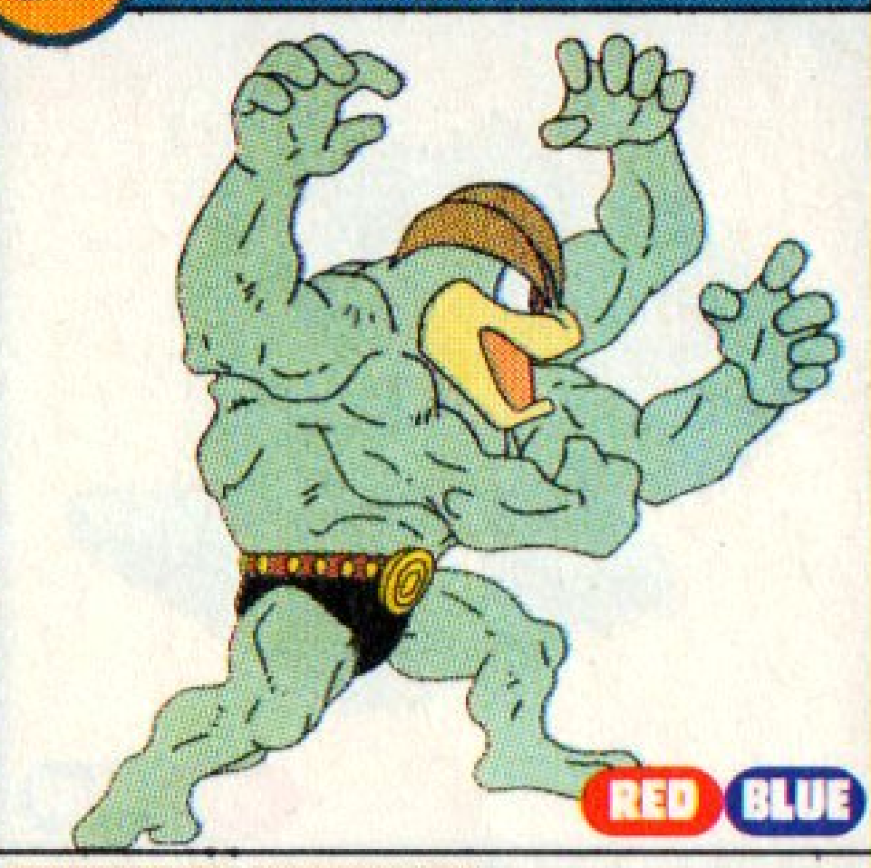


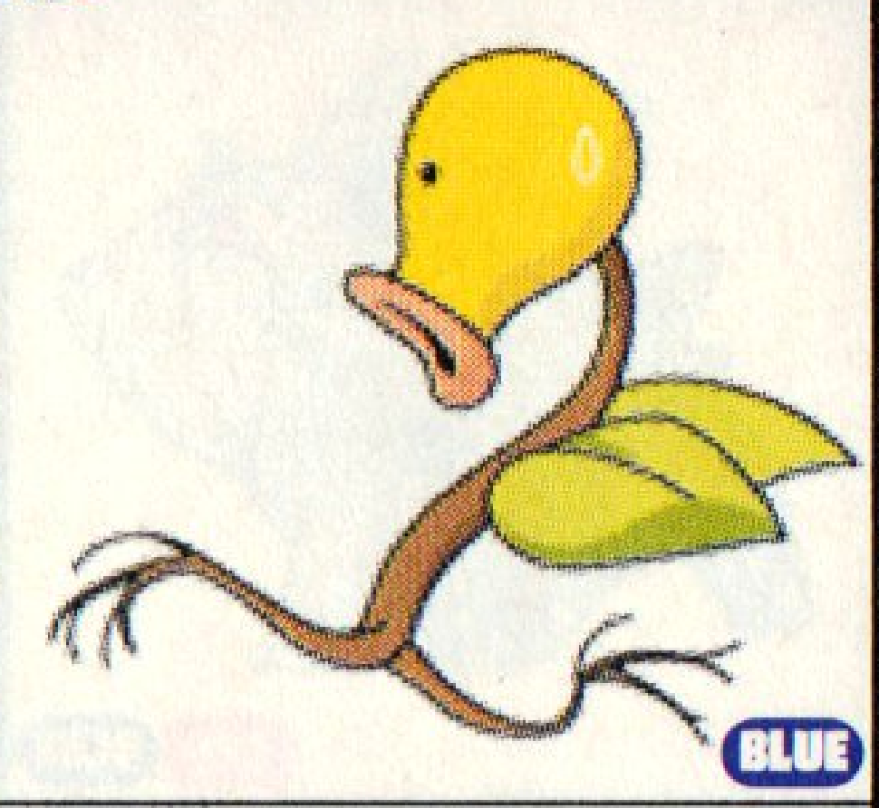
RED BLUE

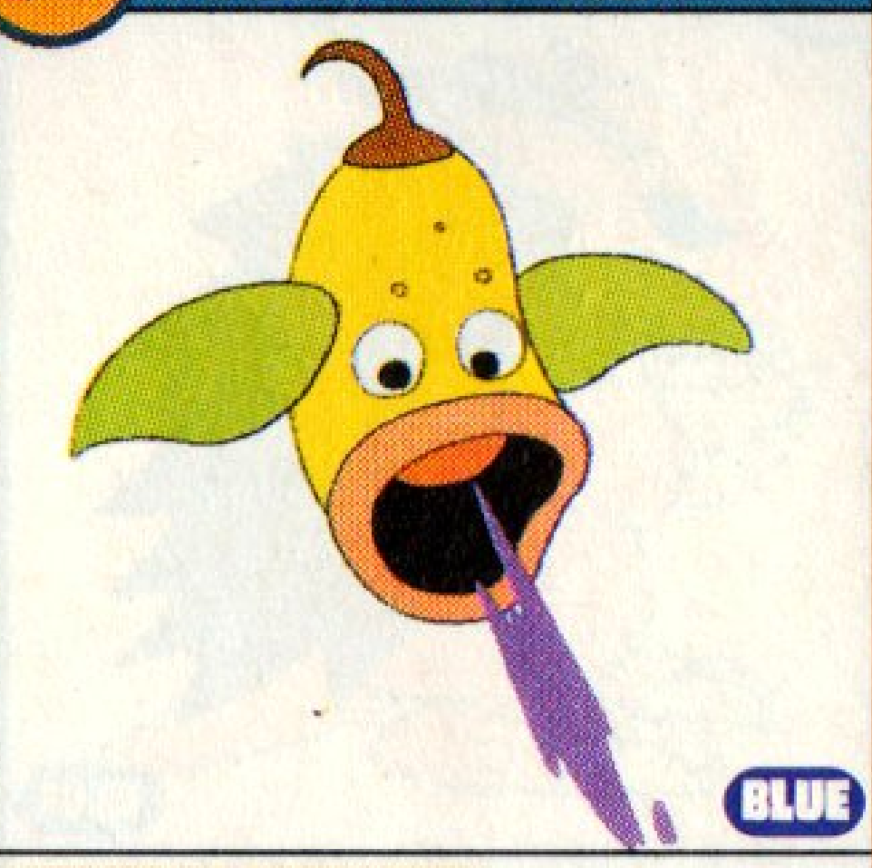
SEEN GOT EVOLUTION 66 67 68

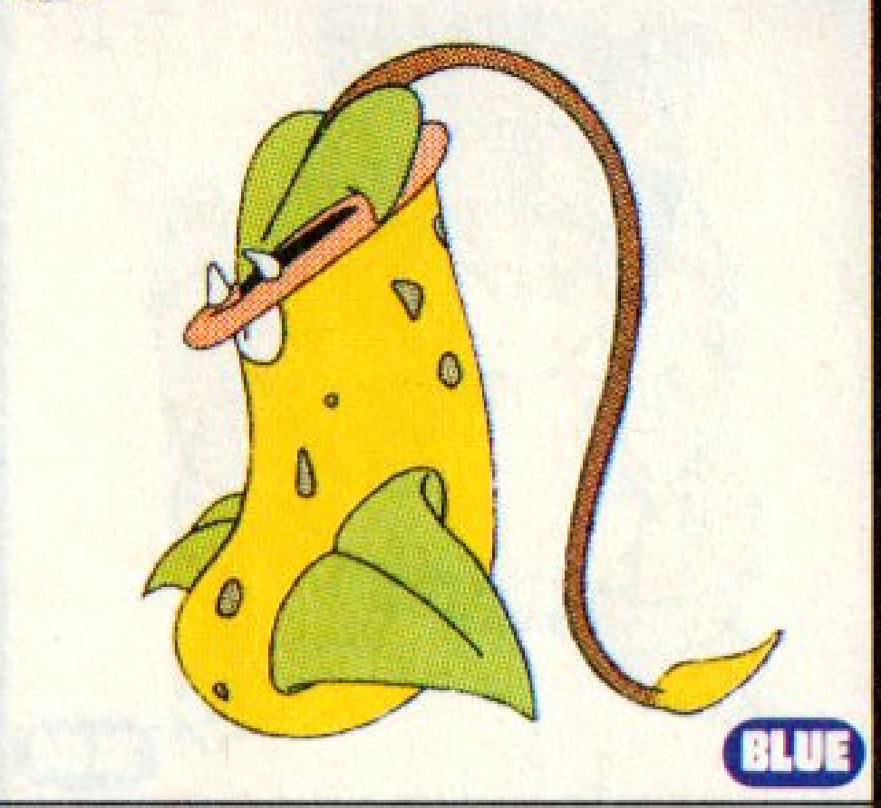
FOUND: Victory Road

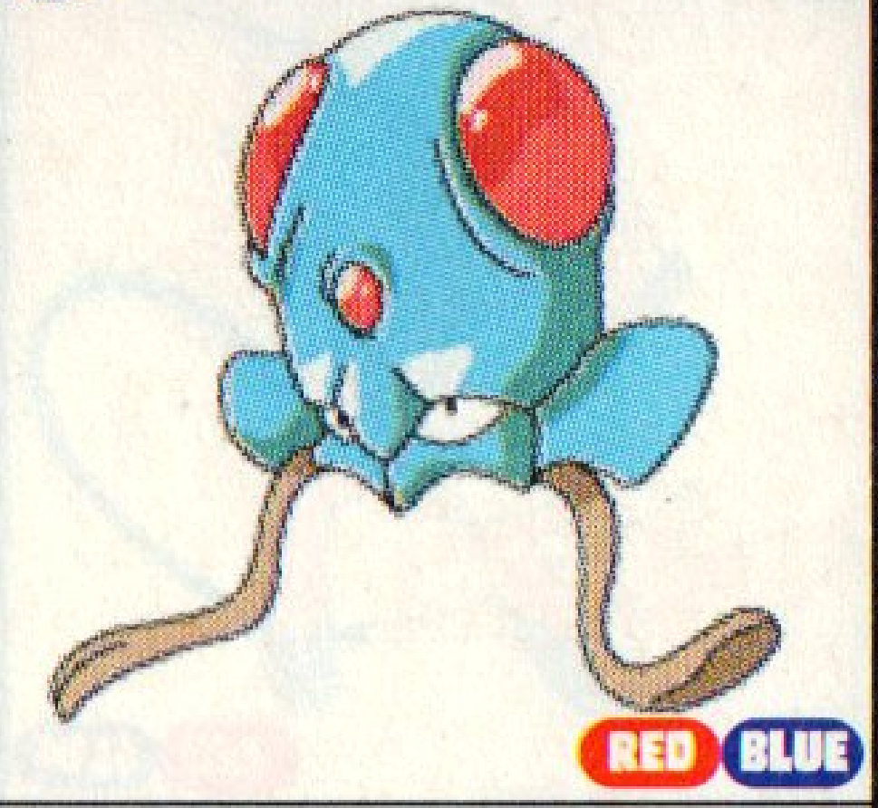
67 MACHOKE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 66 67 68
FOUND: Victory Road, evolved from 66

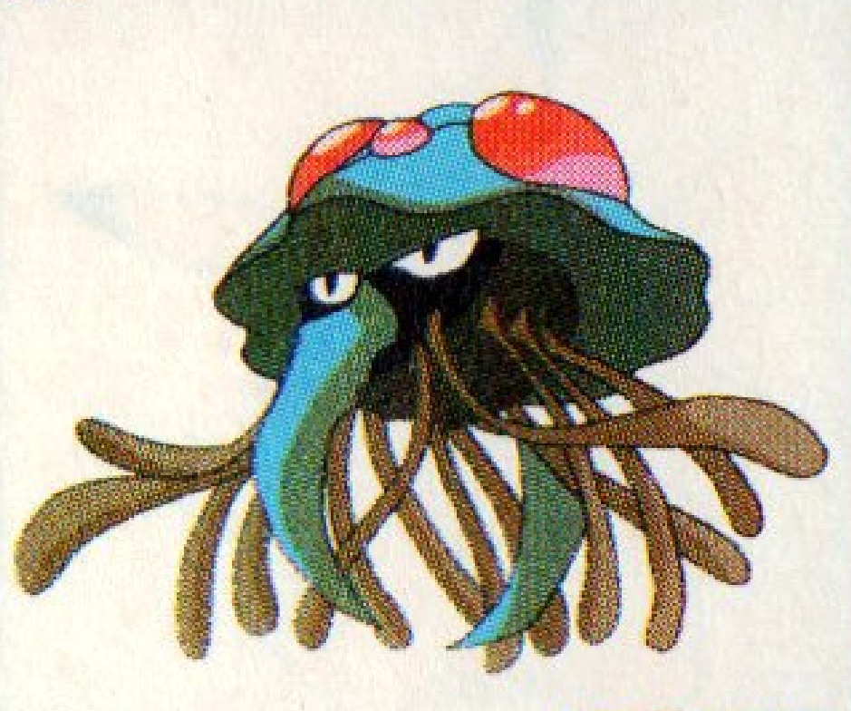
68 MACHAMP

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 66 67 68
FOUND: Victory Road, evolved from 66

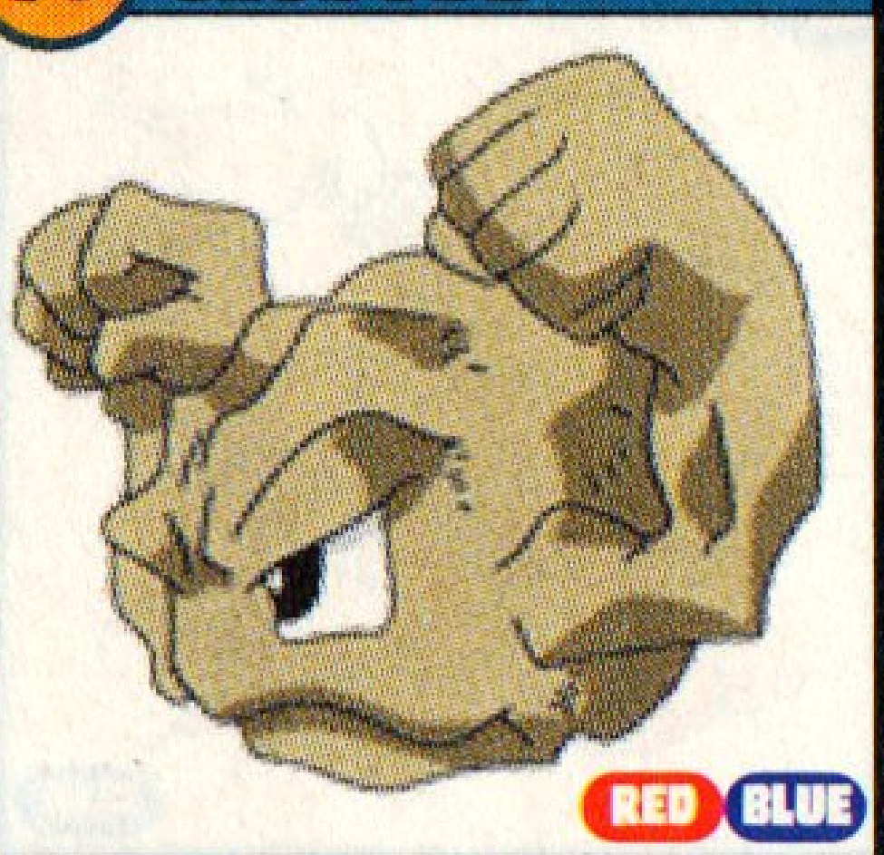
69 BELLSPROUT

BLUE
SEEN ☐ GOT ☐ EVOLUTION 69 70 71
FOUND: Routes 5, 12, 13, 14, 15, 24, 25

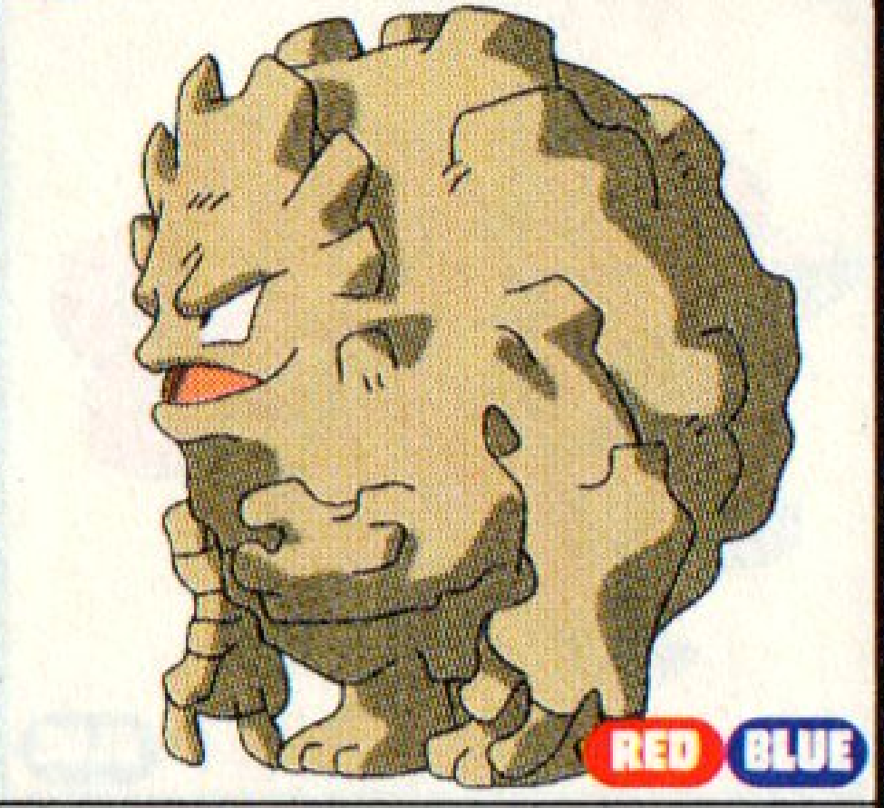
70 WEEPINBELL

BLUE
SEEN ☐ GOT ☐ EVOLUTION 69 70 71
FOUND: Routes 12, 13, 14, 15, evolved from 69

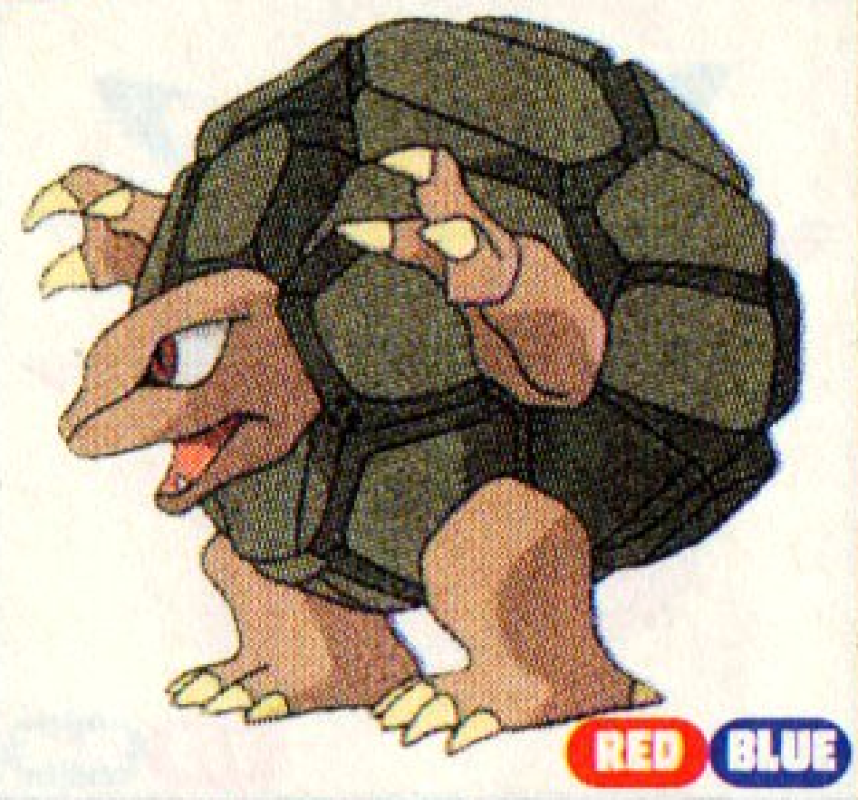
71 VICTREEBEL

BLUE
SEEN ☐ GOT ☐ EVOLUTION 69 70 71
FOUND: Evolved from number 70

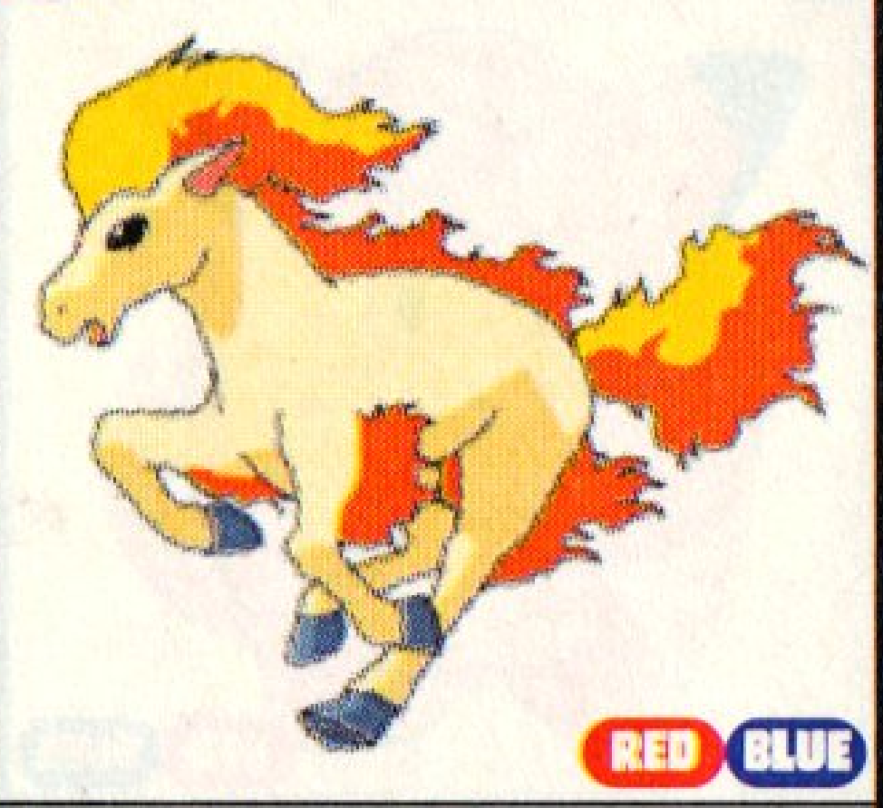
72 TENTACOOL

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 72 73
FOUND: Routes 19, 20, 21

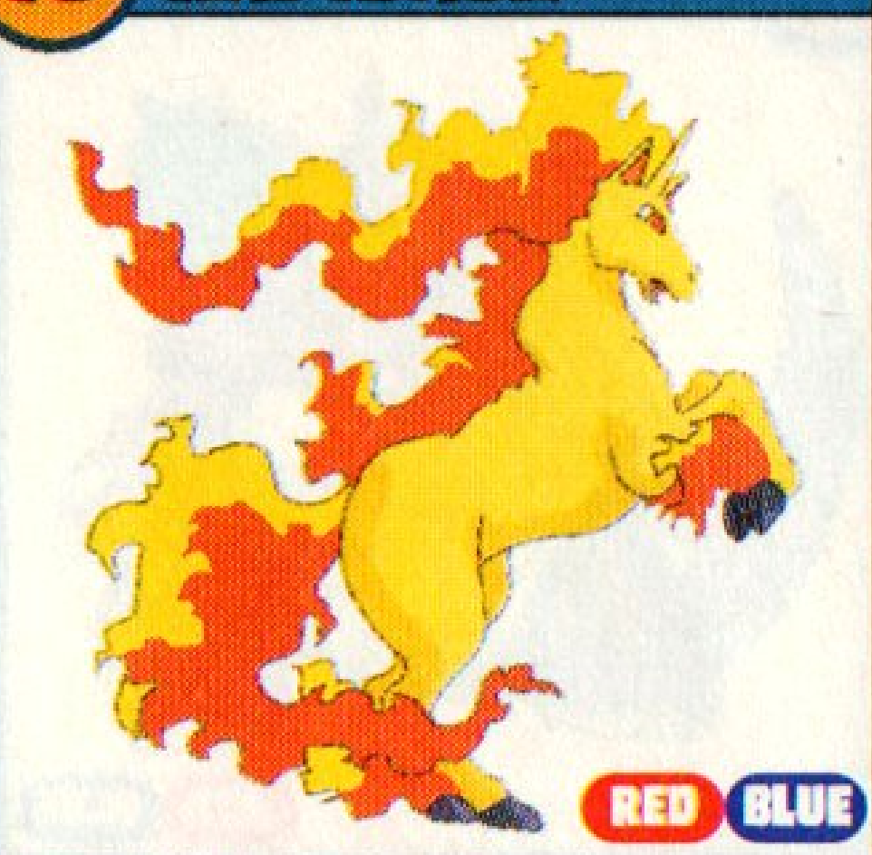
73 TENTACRUEL

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 72 73
FOUND: Evolved from number 72

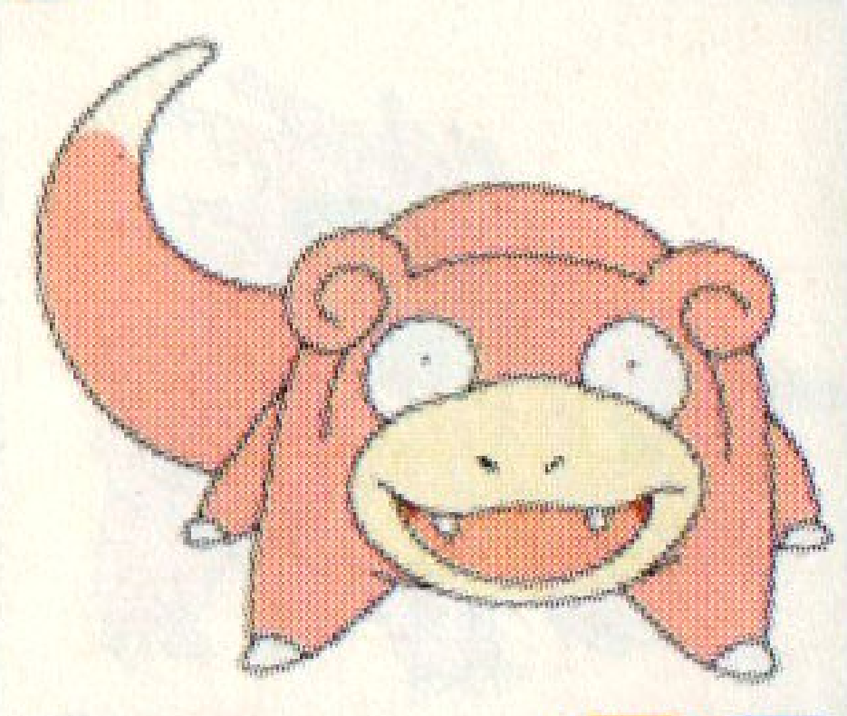
74 GEODUDE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 74 75 76
FOUND: Mt. Moon, Rock Tunnel, Victory Road

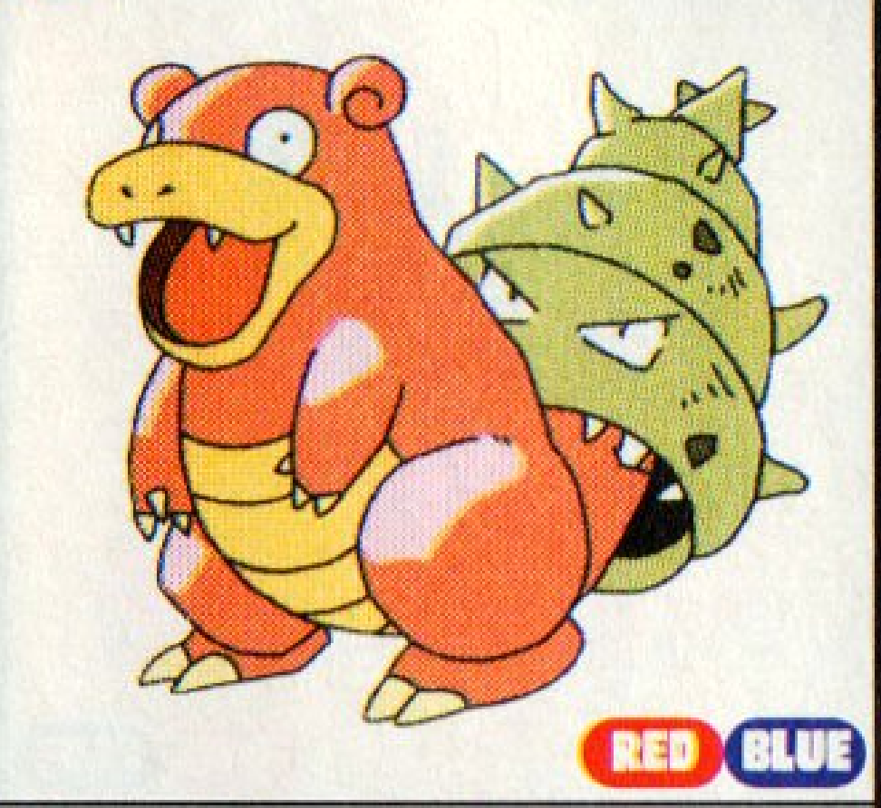
75 GRAVELER

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 74 75 76
FOUND: Victory Road

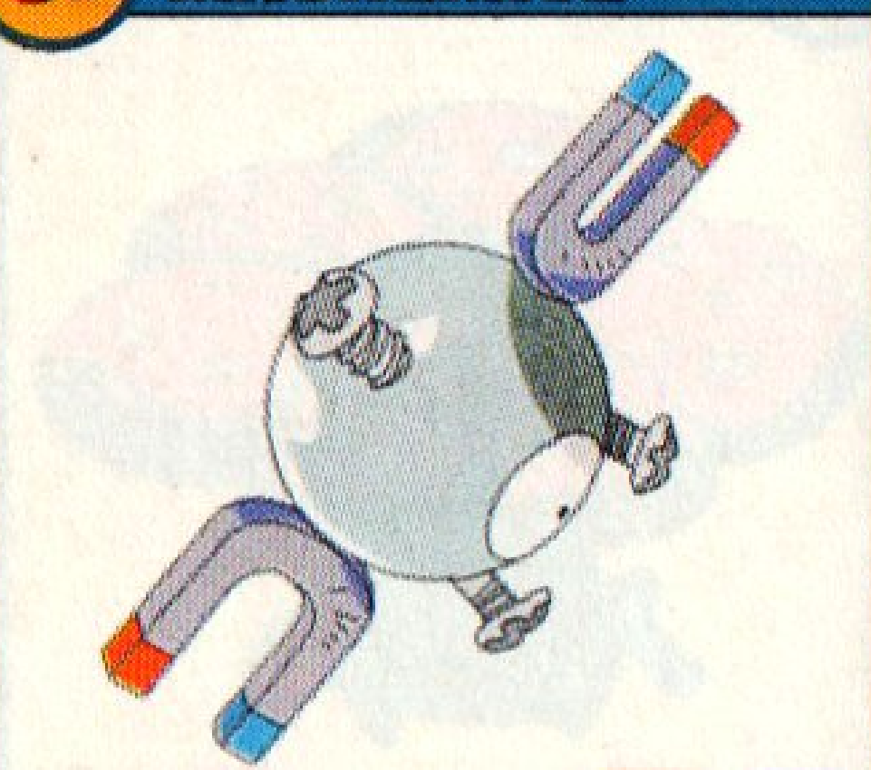
76 GOLEM

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 74 75 76
FOUND: Traded from number 75

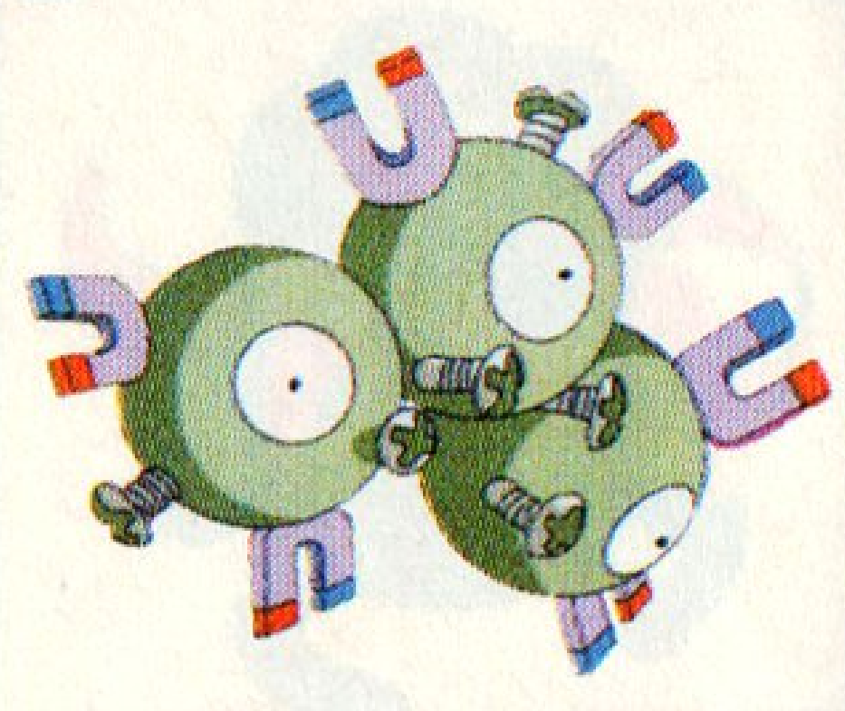
77 PONYTA

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 77 78
FOUND: Pokémon Mansions

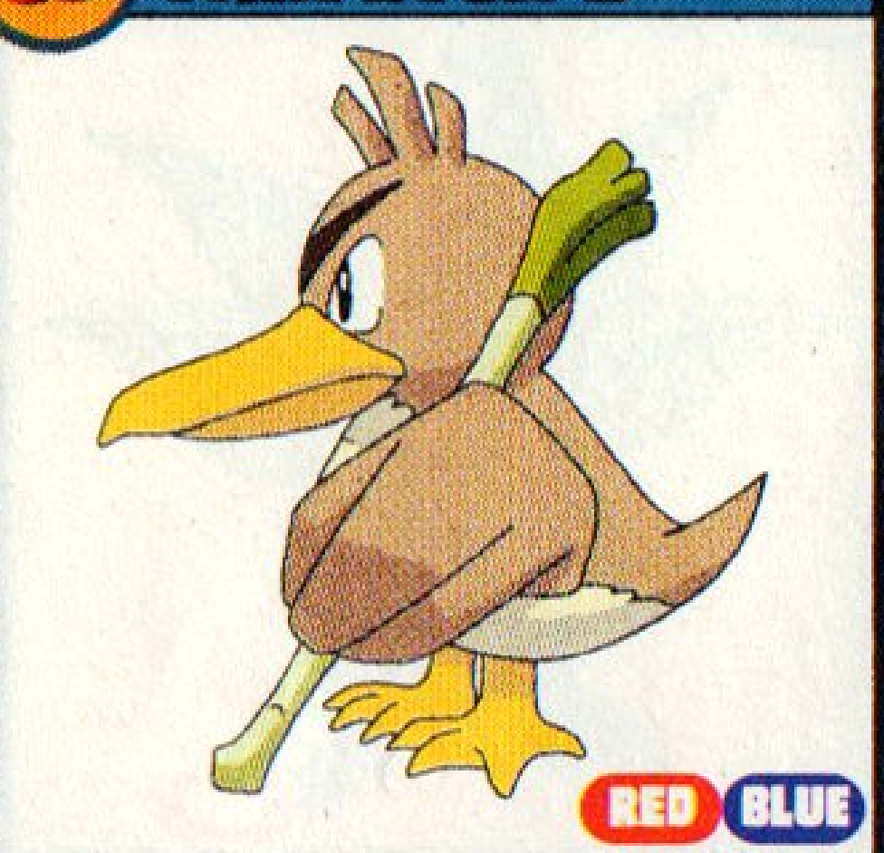
78 RAPIDASH

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 77 78
FOUND: Evolved from number 77

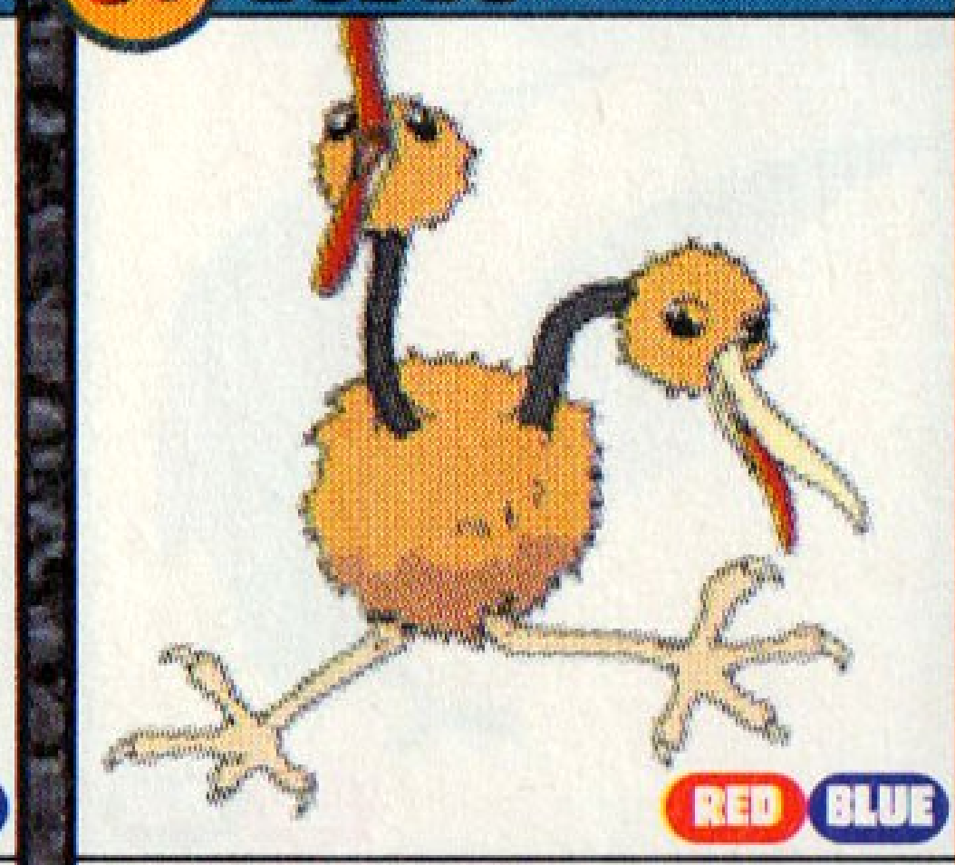
79 SLOWPOKE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 77 78
FOUND: Fishes at routes 9, 10, Safari Zone

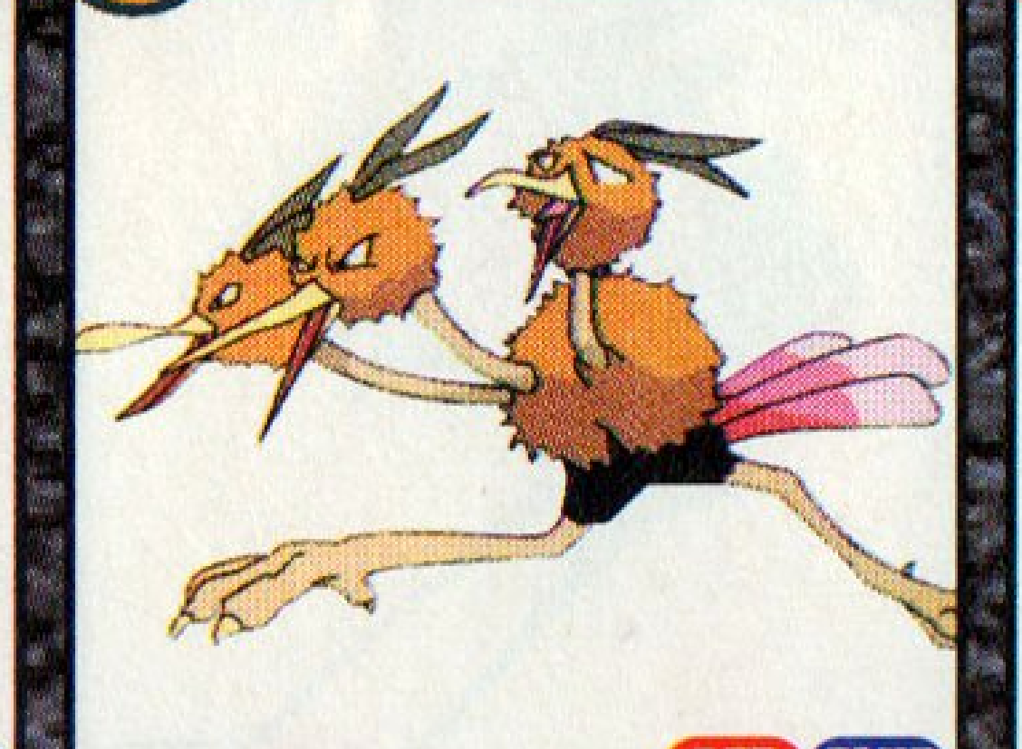
80 SLOWBRO

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 66 67 33
FOUND: Fish at route 23, Seafoam Island

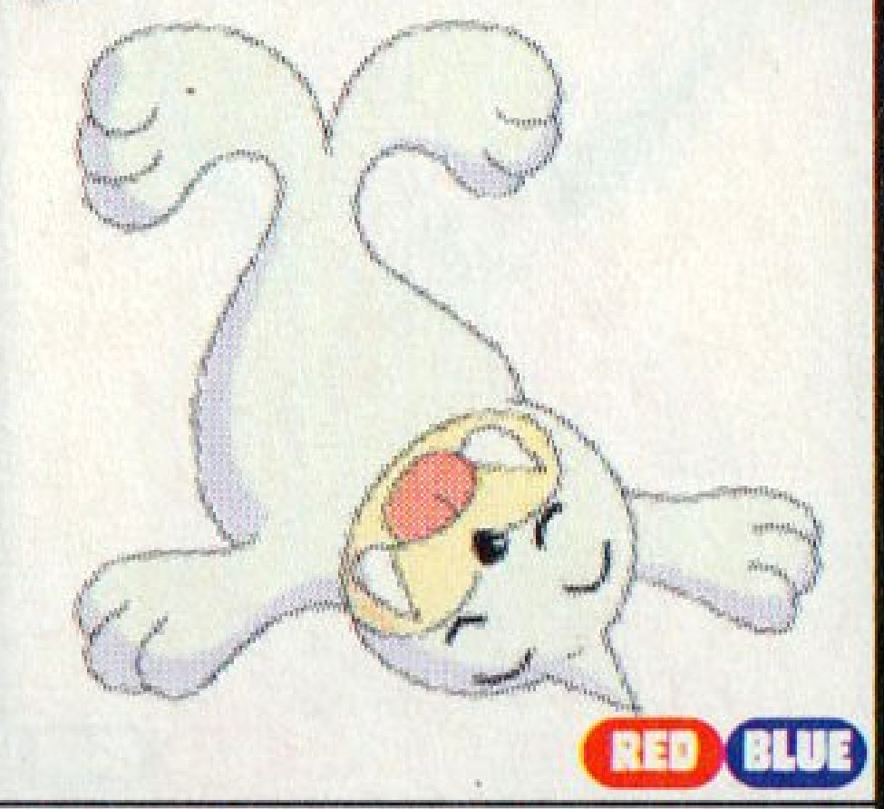
81 MAGNEMITE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 81 82
FOUND: Power plant, Cerulean Cave

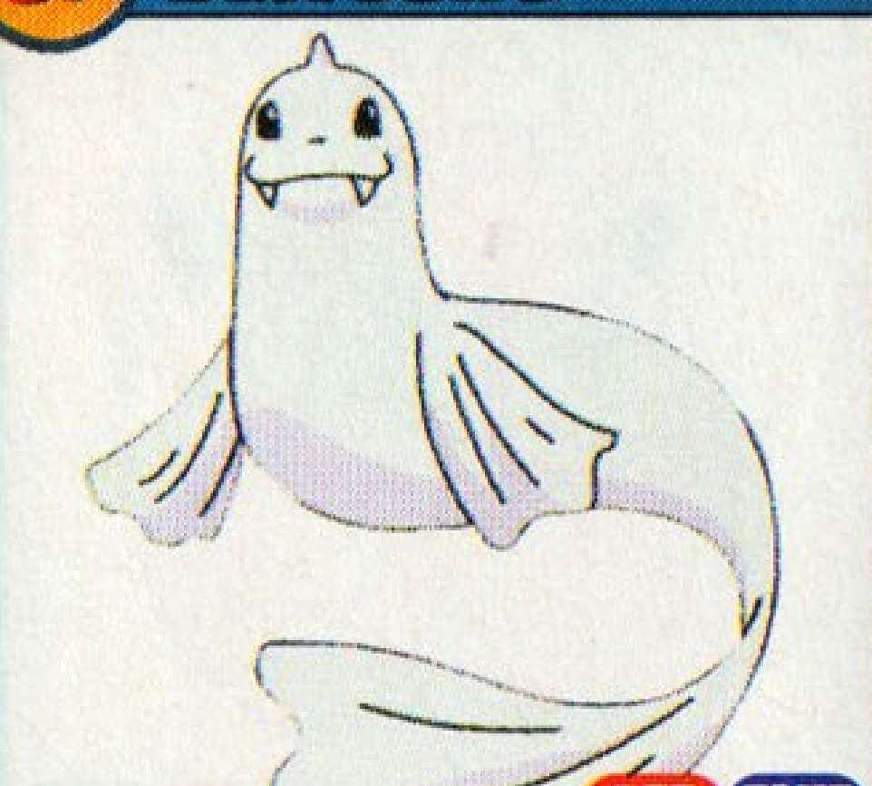
82 MAGNETON

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 81 82
FOUND: Power plant, Cerulean Cave

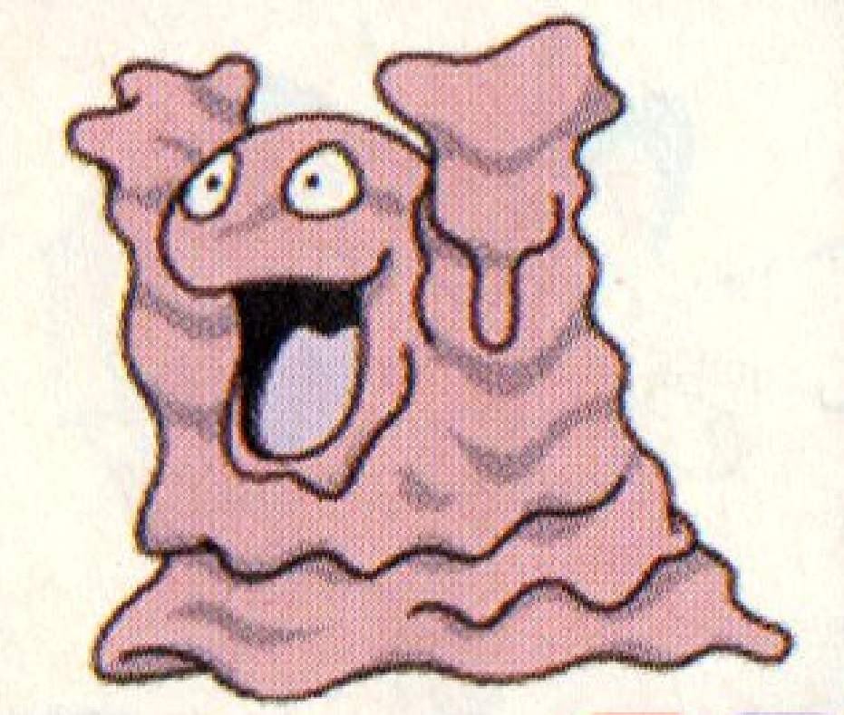
83 FARFETCH'D

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION NONE
FOUND: Trade for in Vermilion City

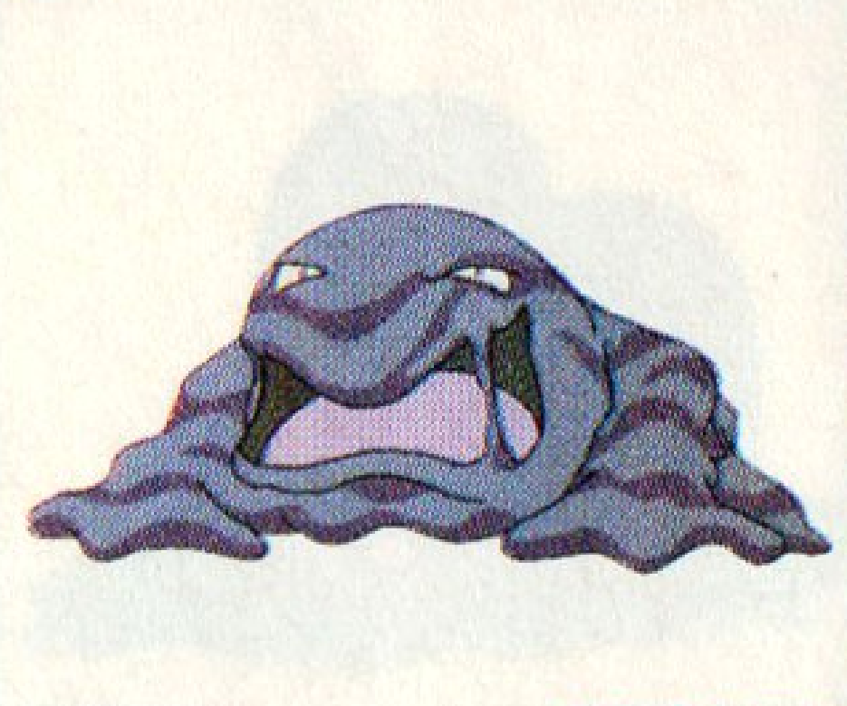
84 DODUO

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 84 85
FOUND: Routes 16, 17, 18, Safari Zone

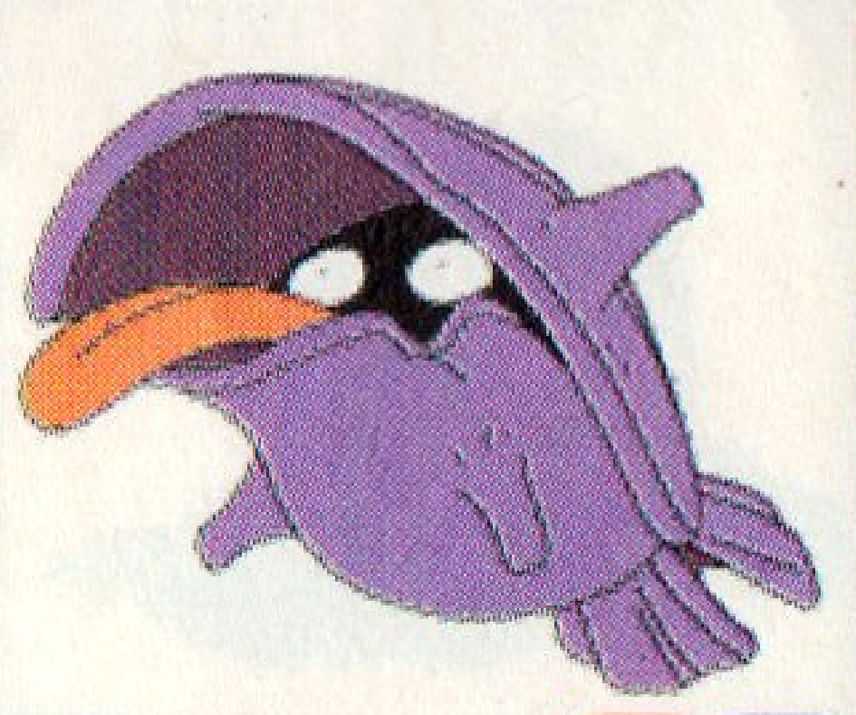
85 DODRIO

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 84 85
FOUND: Cerulean Cave

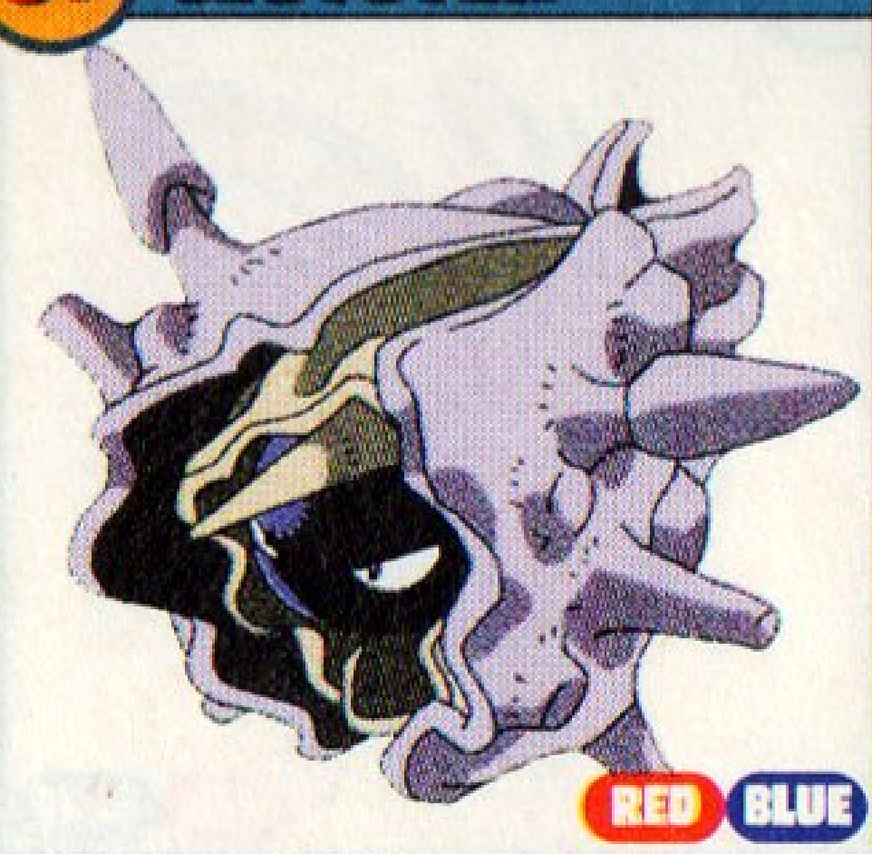
86 SEEL

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 86 87
FOUND: Seafoam Island

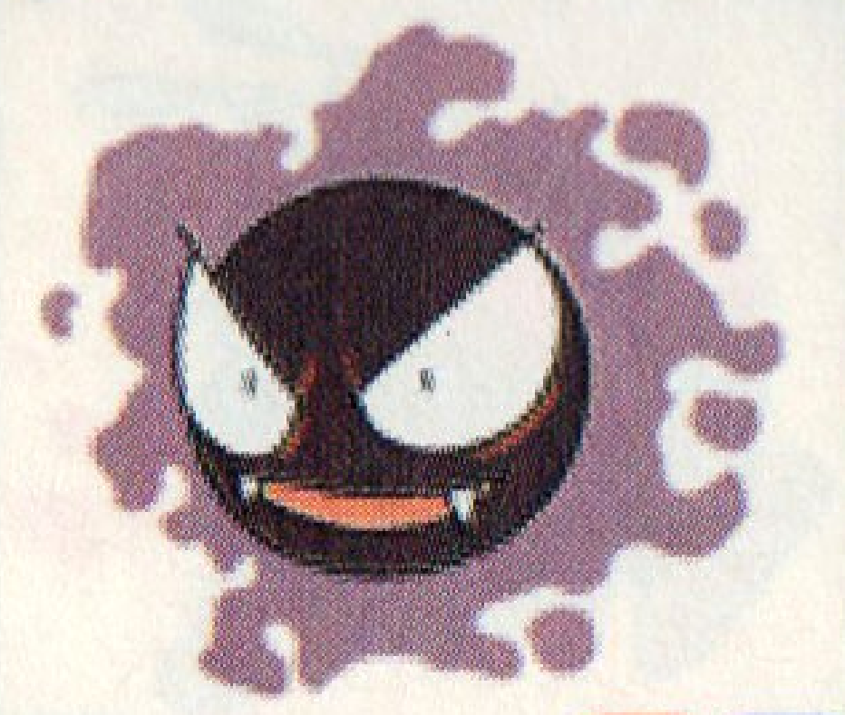
87 DEWGONG

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 86 87
FOUND: Seafoam Island

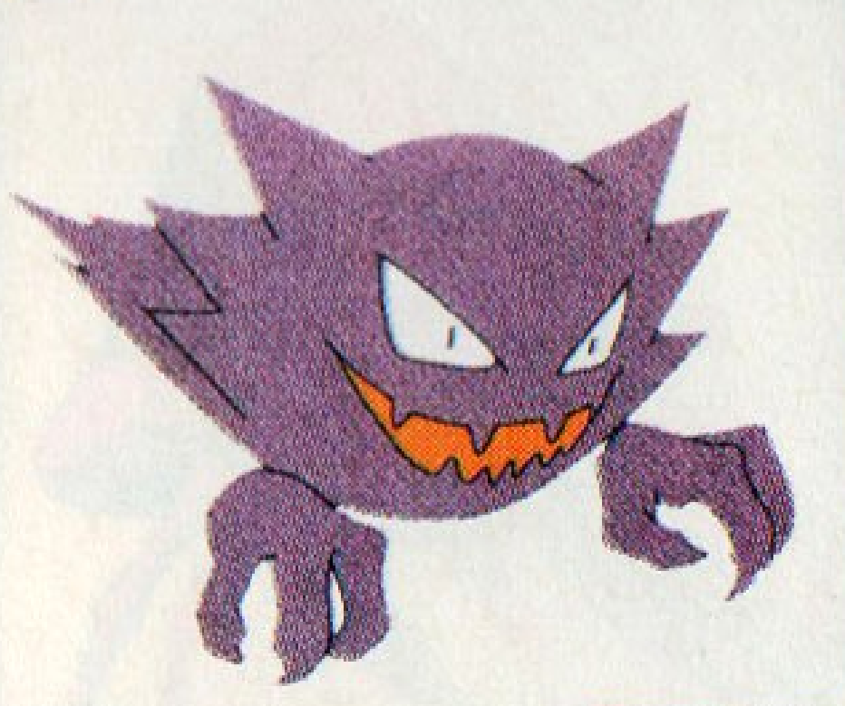
88 GRIMER

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 88 89
FOUND: Pokémon Mansion

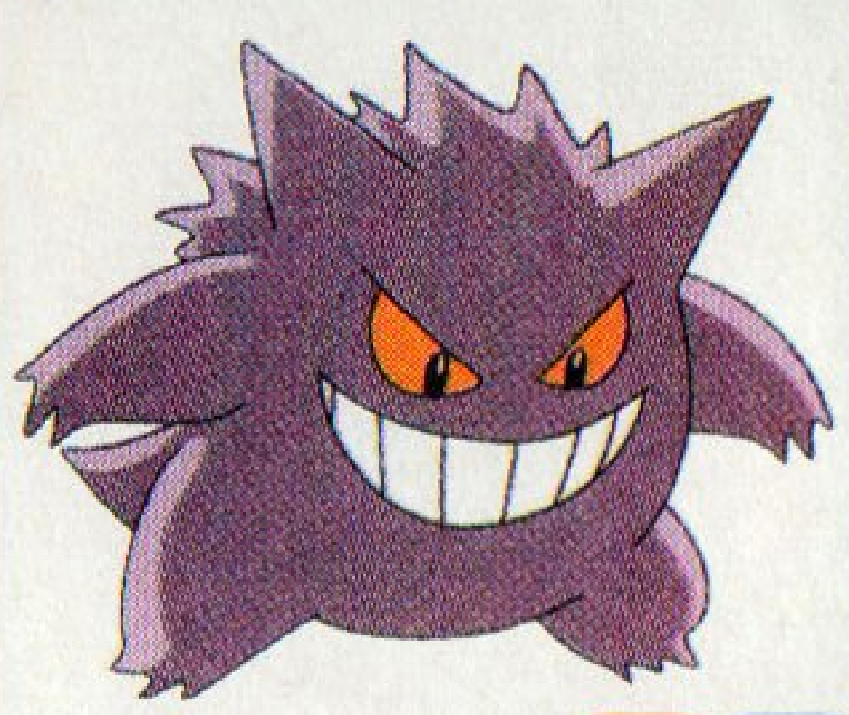
89 MUK

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 88 89
FOUND: Pokémon Mansion, Cerulean Cave

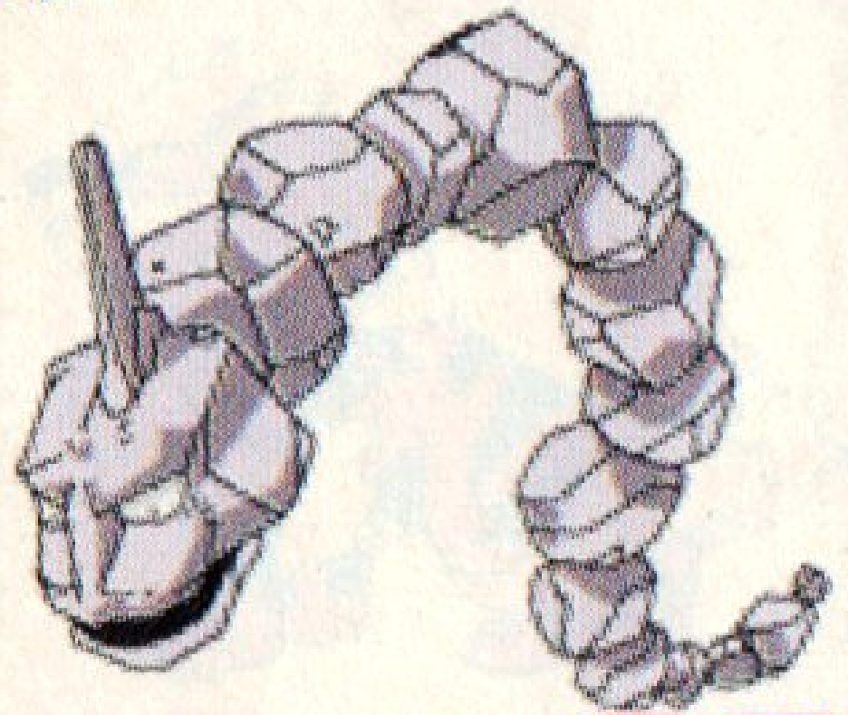
90 SHELLDER

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 90 91
FOUND: Routes 19, 20, 21, Seafoam Island

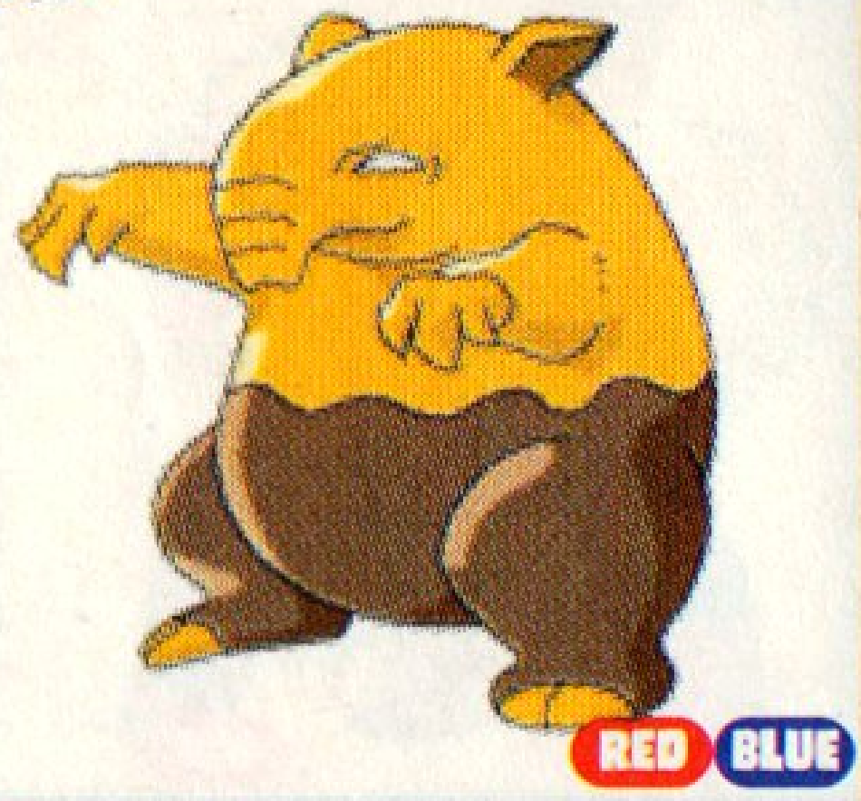
91 CLOYSTER

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 90 91
FOUND: Evolved from number 90

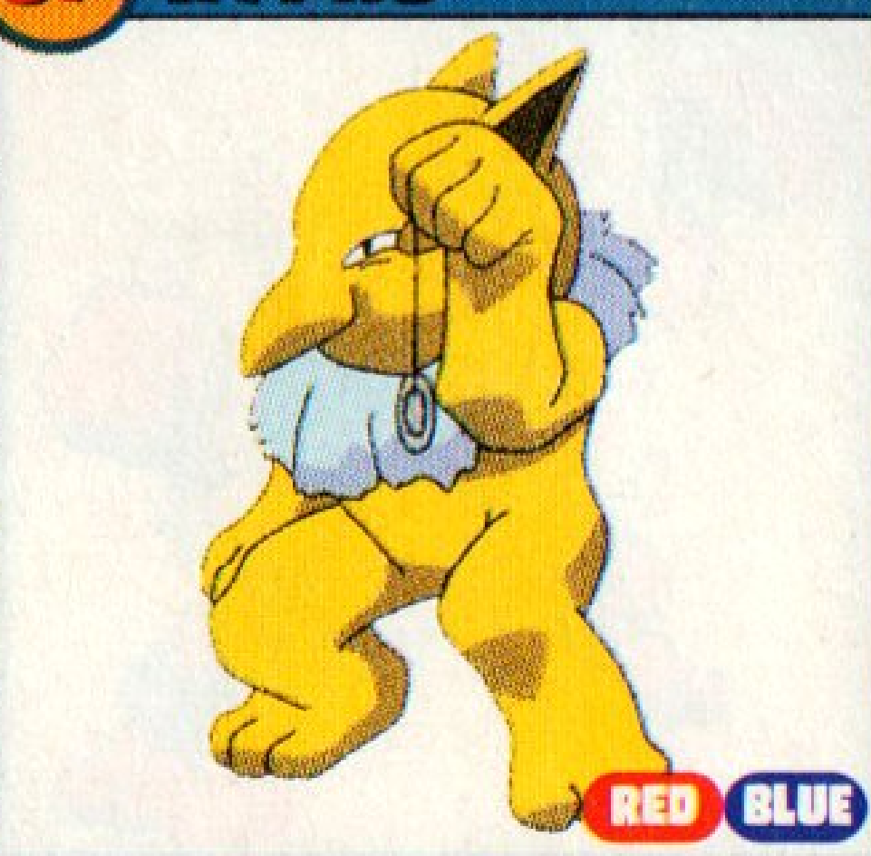
92 GASTLY

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 92 93 94
FOUND: Pokémon Tower

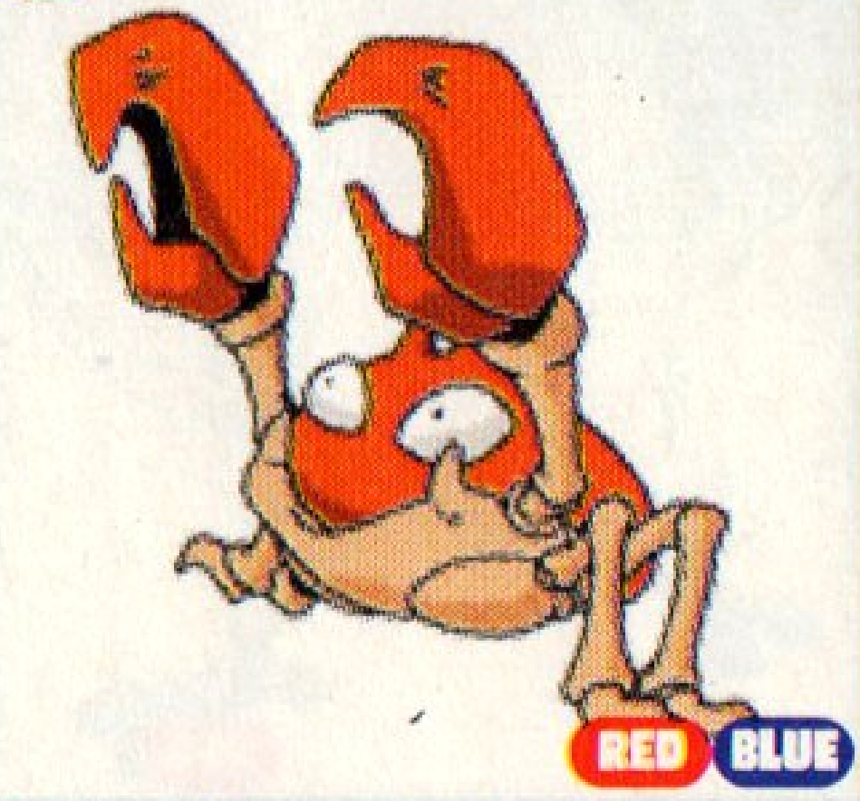
93 HAUNTER

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 92 93 94
FOUND: Pokémon Tower, evolved from 92

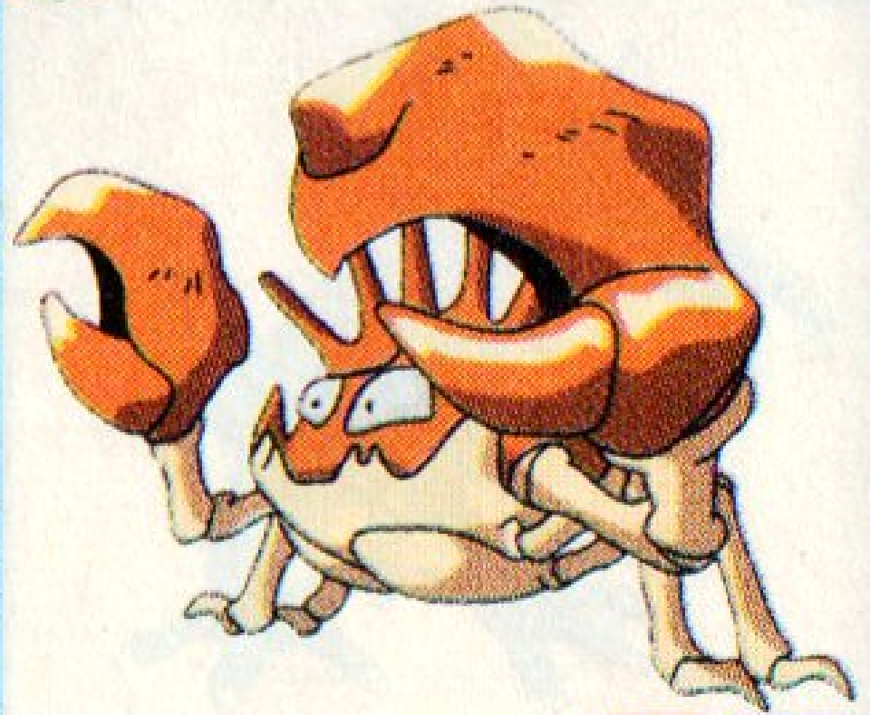
94 GENGER

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 92 93 94
FOUND: Pokémon Tower, evolved from 93

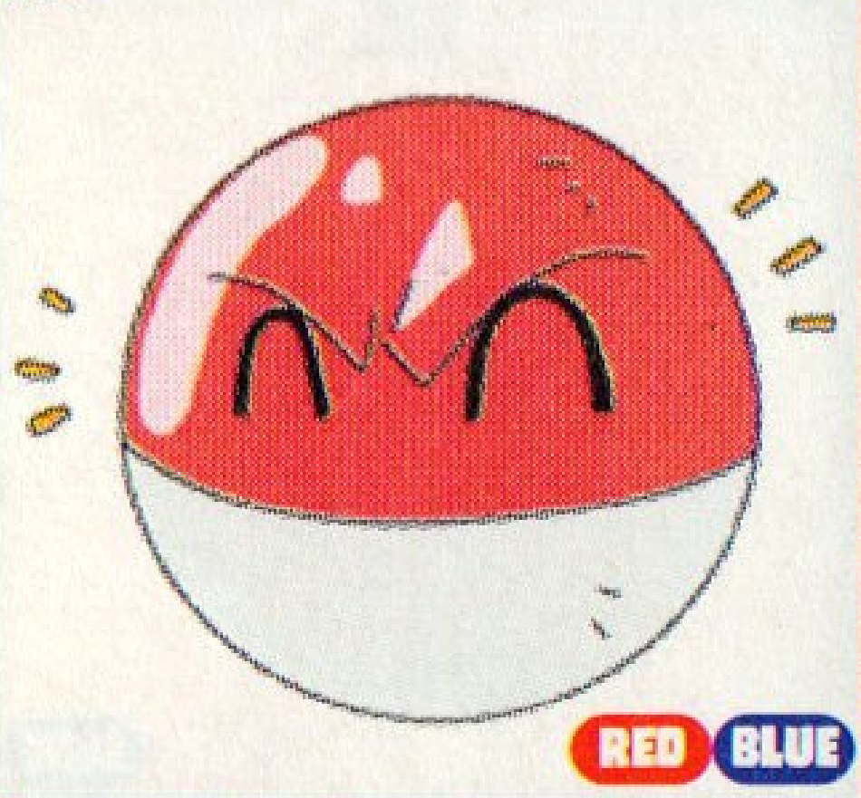
95 ONIX

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION NONE
FOUND: Victory Road, Rock Tunnel

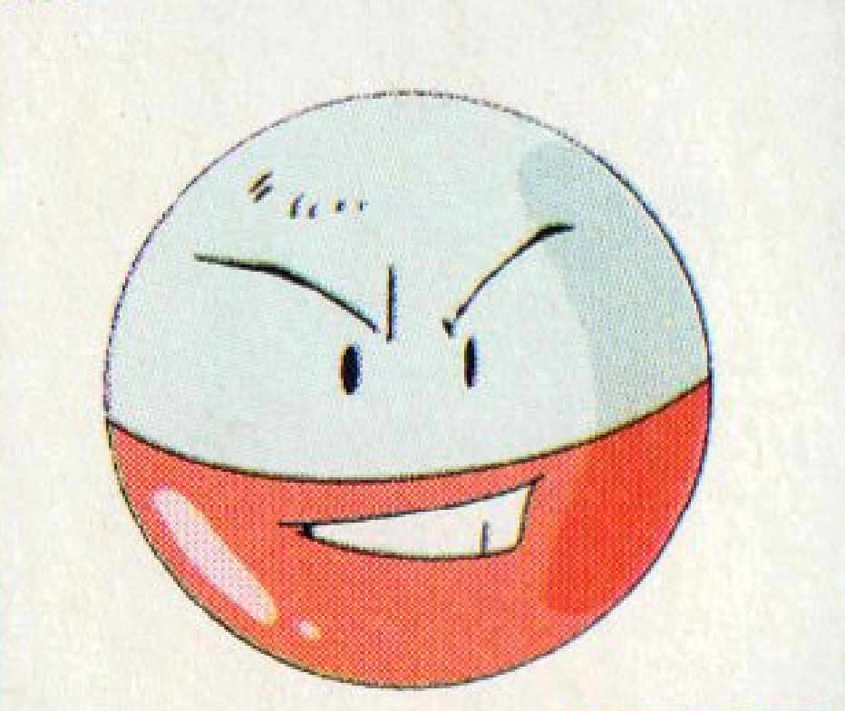
96 DROWZEE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 96 97
FOUND: Route 11

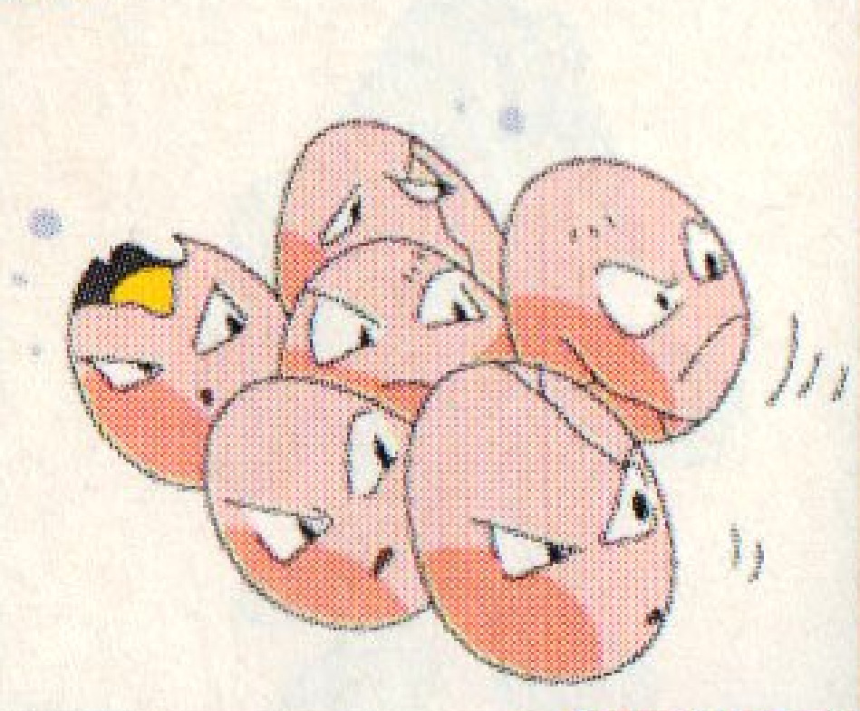
97 HYPNO

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 96 97
FOUND: Cerulean Cave, evolved from 96

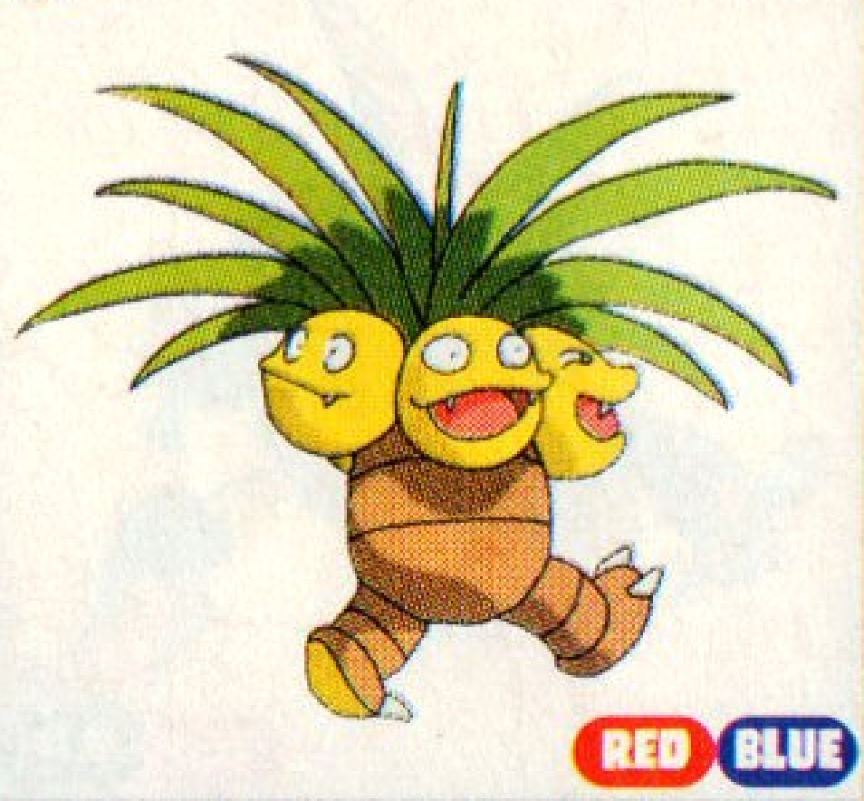
98 KRABBY

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 98 99
FOUND: Routes4, 12, 13 17, 18, 24, 25

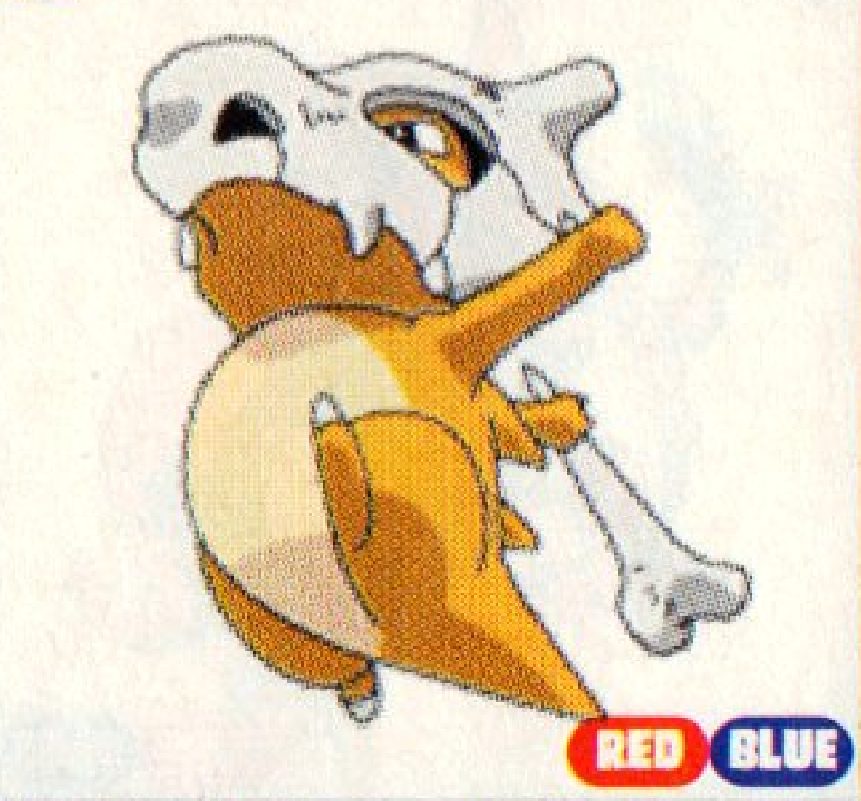
99 KINGLER

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 98 99
FOUND: Route 23, Seafoam I., evolved from 98

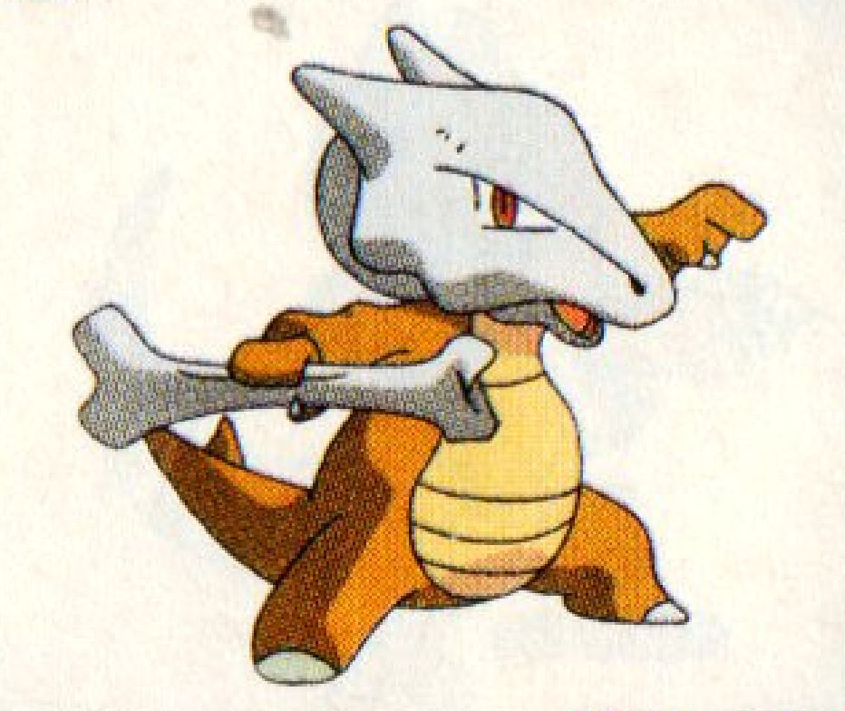
100 VOLTORB

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 100 101
FOUND: Power Plant

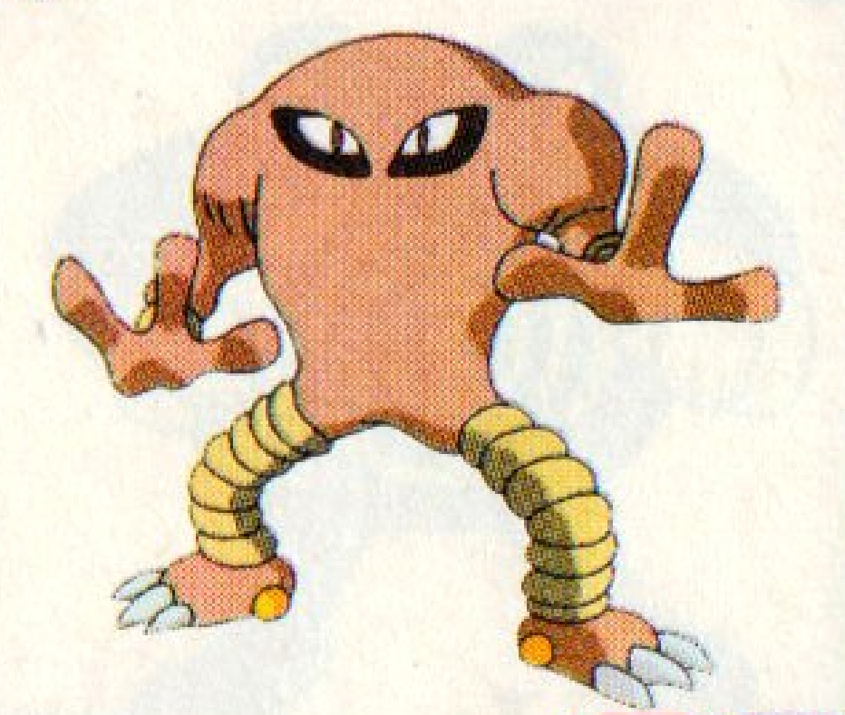
101 ELECTRODE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 100 101
FOUND: Power Plant, Cerulean Cave

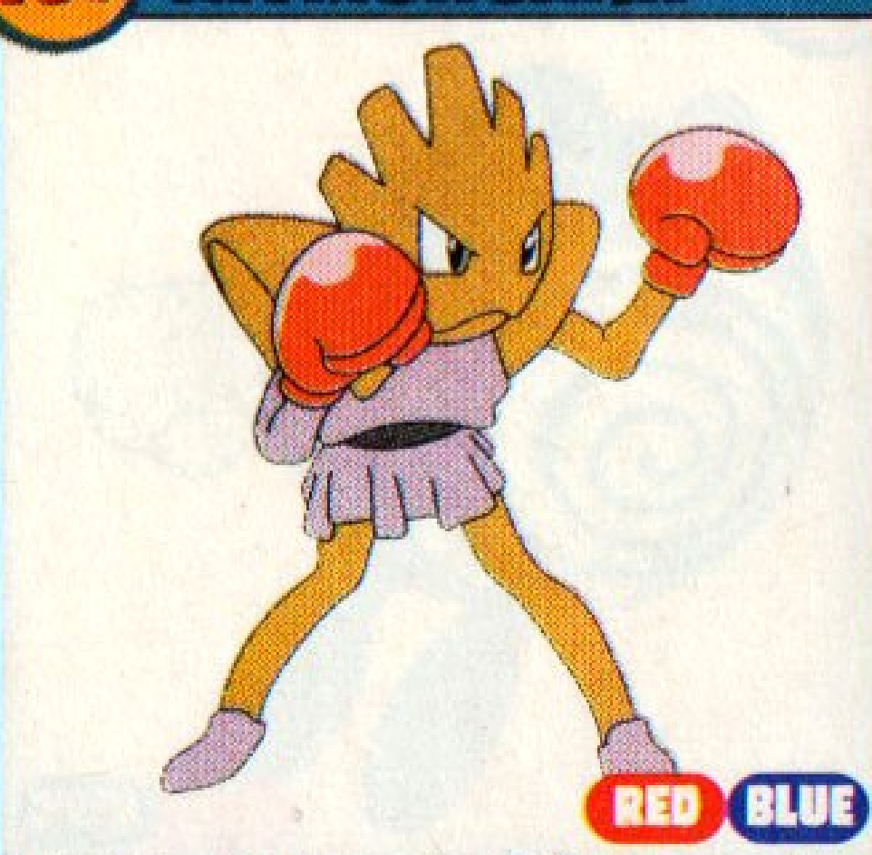
102 EXEGGCUTE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 102 103
FOUND: Safari Zone

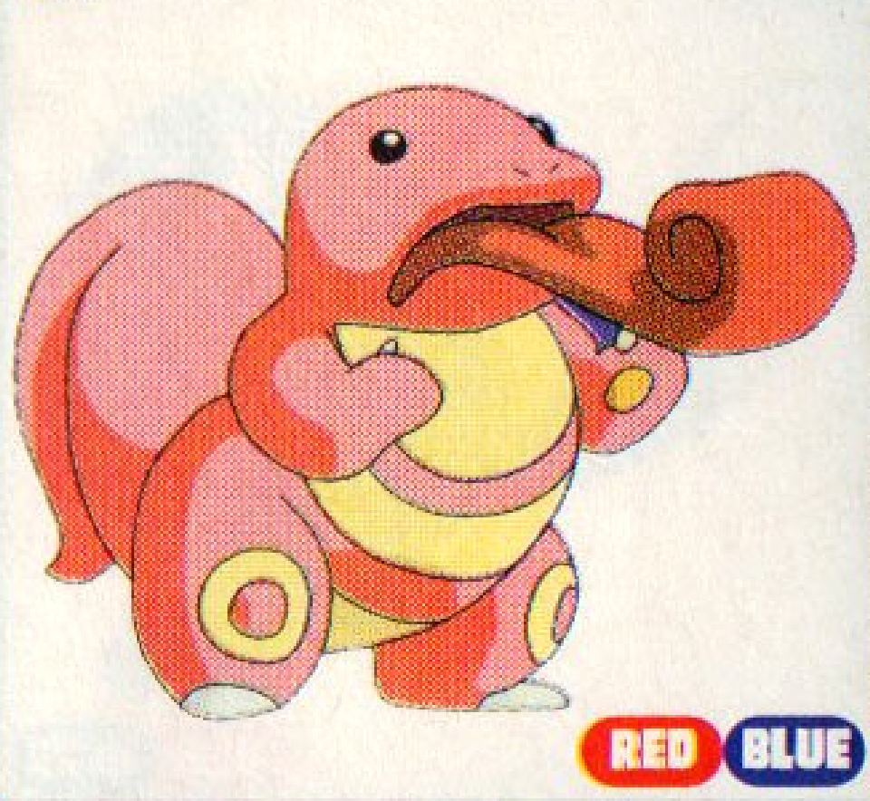
103 EXEGGUTOR

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 102 103
FOUND: Evolved from number 102

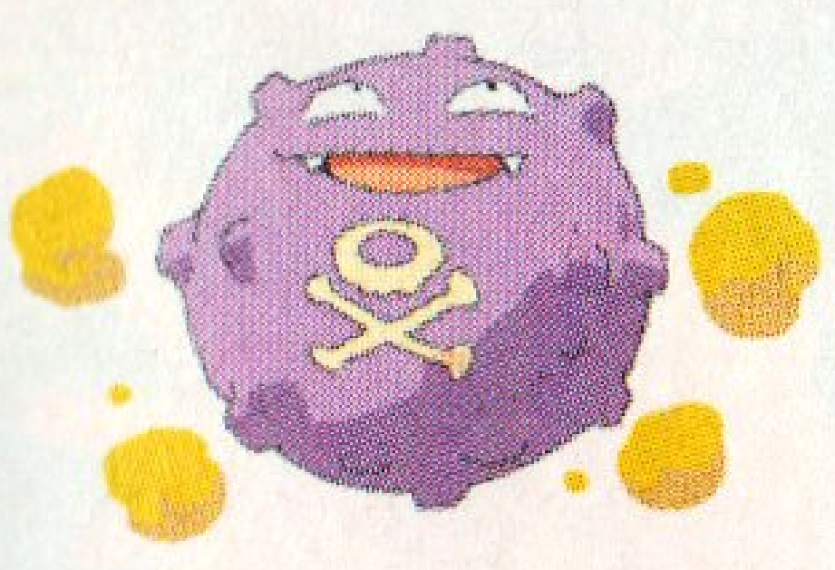
104 CUBONE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 104 105
FOUND: Pokémon Tower

105 MAROWAK

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION 104 105
FOUND: Victory Road, Cerulean Cave

106 HITMONLEE

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION NONE
FOUND: Saffron City (pick this or 107)

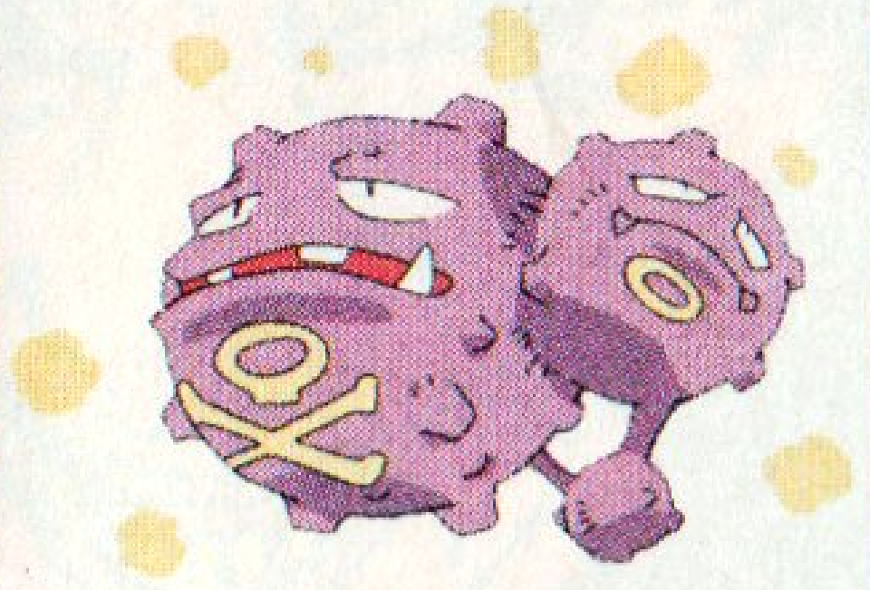
107 HITMONCHAN

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION NONE
FOUND: Saffron City (pick this or 106)

108 LICKITUNG

RED BLUE
SEEN ☐ GOT ☐ EVOLUTION NONE
FOUND: Trade for at house on route 18

109 KOFFING

RED BLUE

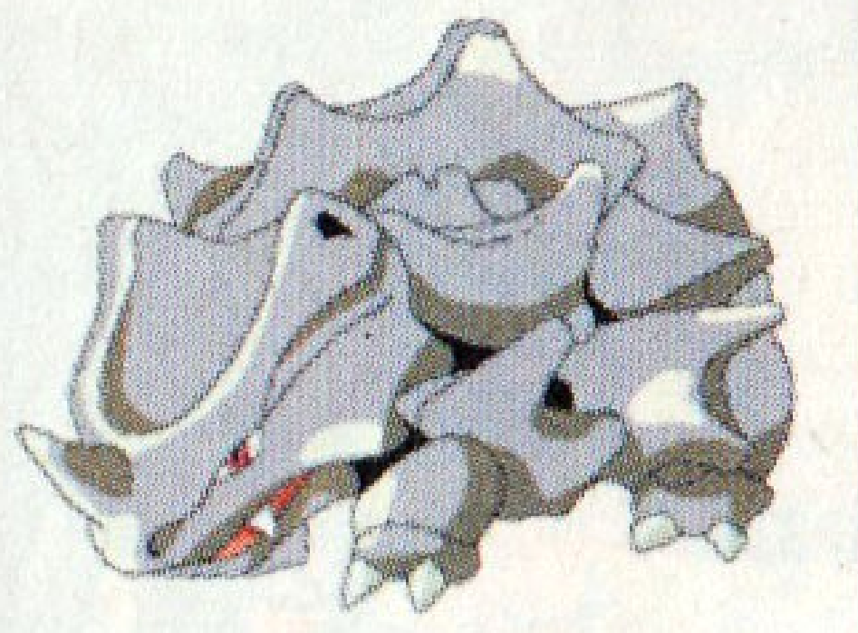
SEEN ☐ GOT ☐ **EVOLUTION** 109 110

FOUND: Pokémon Mansion

110 WEEZING

RED BLUE

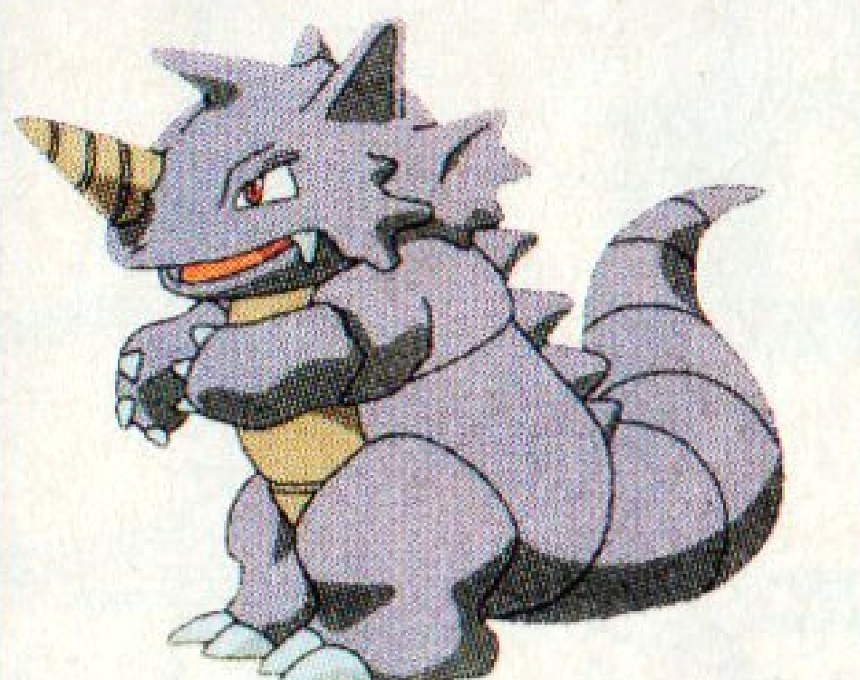
SEEN ☐ GOT ☐ **EVOLUTION** 109 110

FOUND: Pokémon Mansion, evolved from 109

111 RHYHORN

RED BLUE

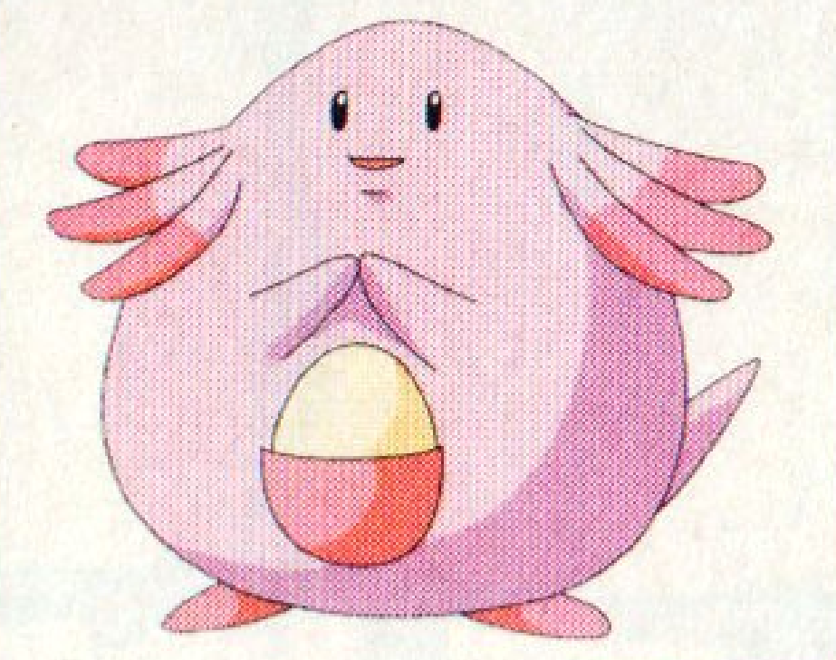
SEEN ☐ GOT ☐ **EVOLUTION** 111 112

FOUND: Safari Zone

112 RHYDON

RED BLUE

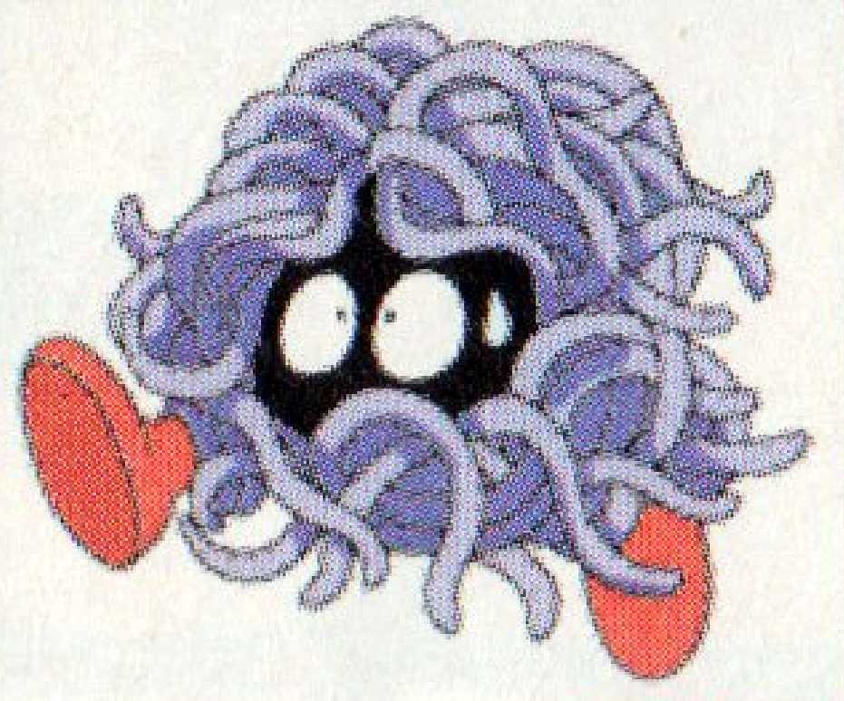
SEEN ☐ GOT ☐ **EVOLUTION** 111 112

FOUND: Cerulean Cave

113 CHANSEY

RED BLUE

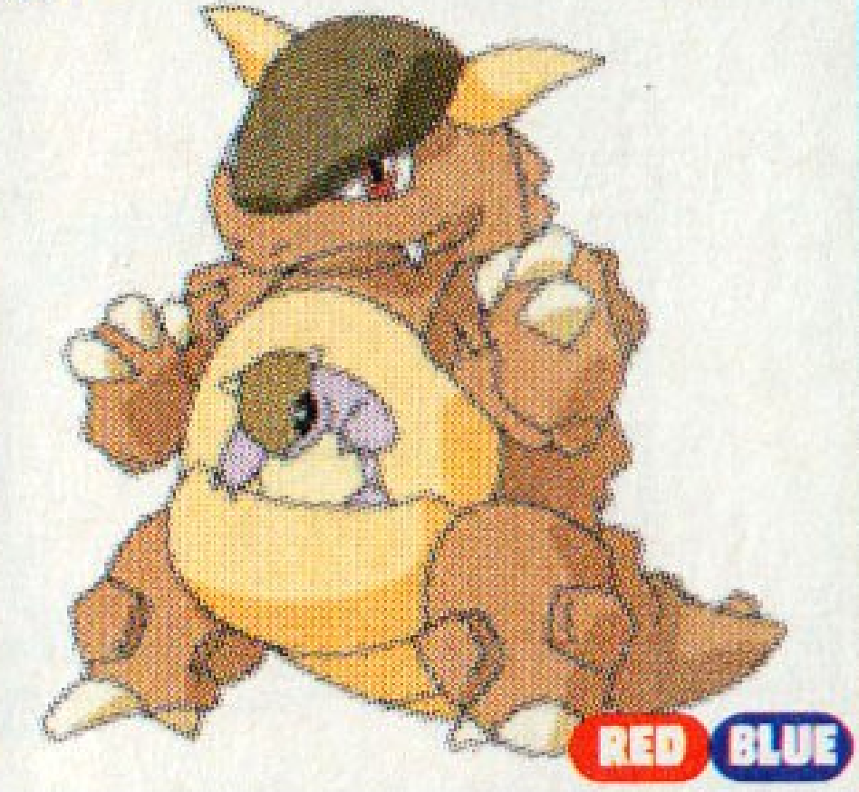
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Safari Zone, Cerulean City

114 TANGELA

RED BLUE

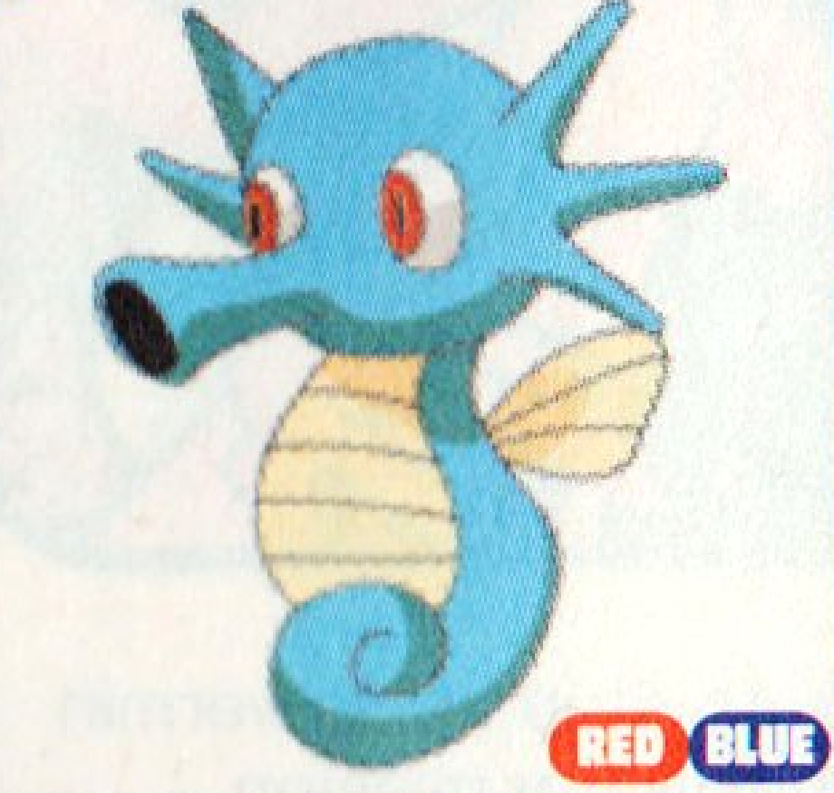
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Route 21

115 KANGASKHAN

RED BLUE

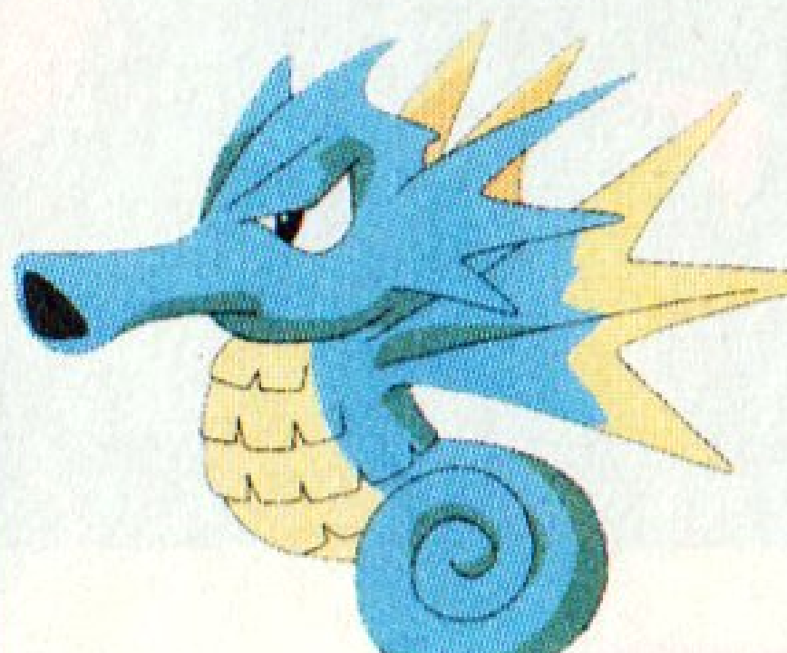
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Safari Zone

116 HORSEA

RED BLUE

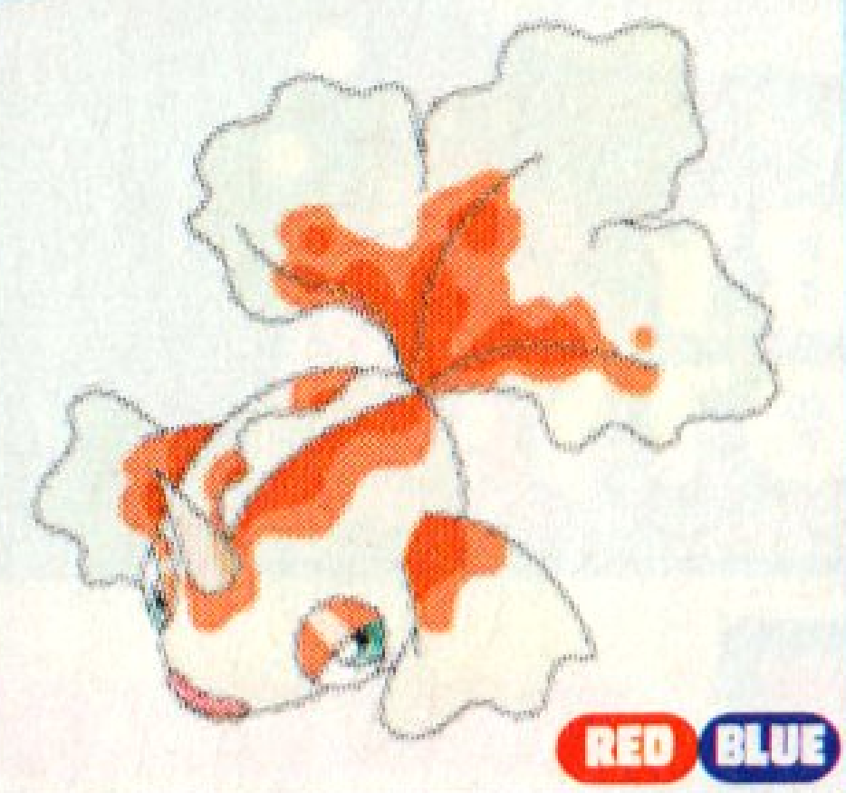
SEEN ☐ GOT ☐ **EVOLUTION** 116 117

FOUND: Routes 19, 20, 21, Seafoam Island

117 SEADRA

RED BLUE

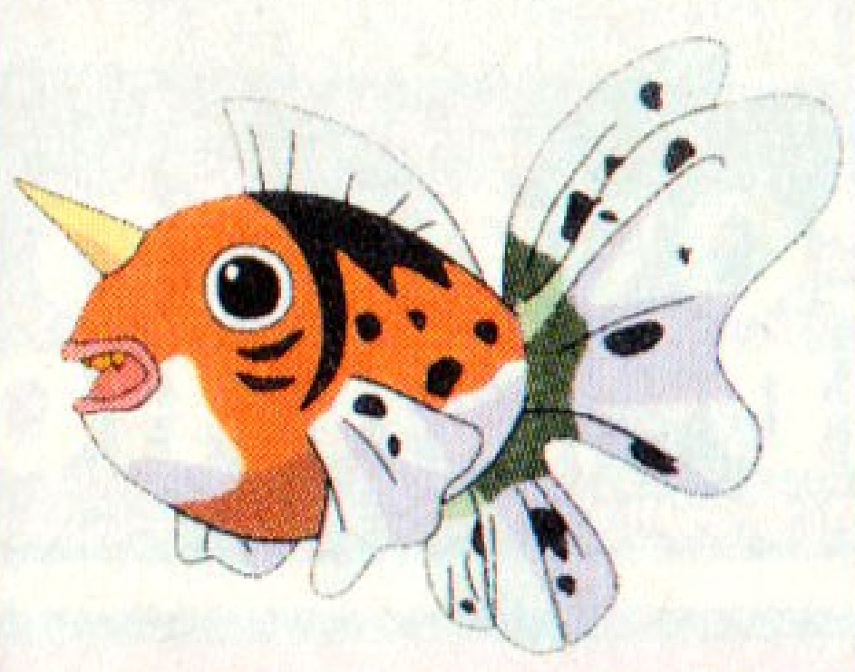
SEEN ☐ GOT ☐ **EVOLUTION** 116 117

FOUND: Route 23, Seafoam Island

118 GOLDEEN

RED BLUE

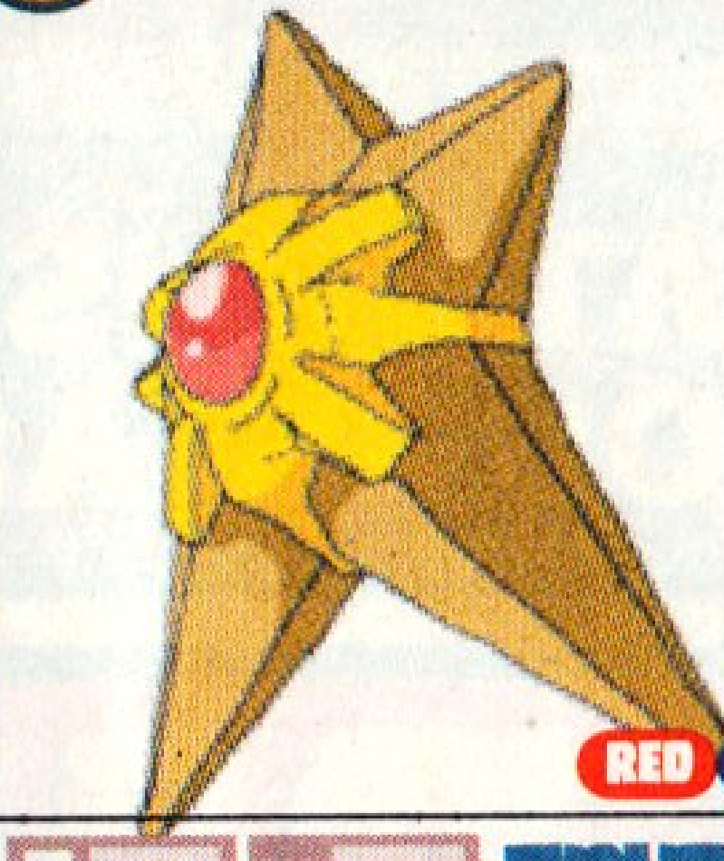
SEEN ☐ GOT ☐ **EVOLUTION** 118 119

FOUND: Routes 4, 12, 13, 19, 20, 21, 22, 23, 24, 25

119 SEAKING

RED BLUE

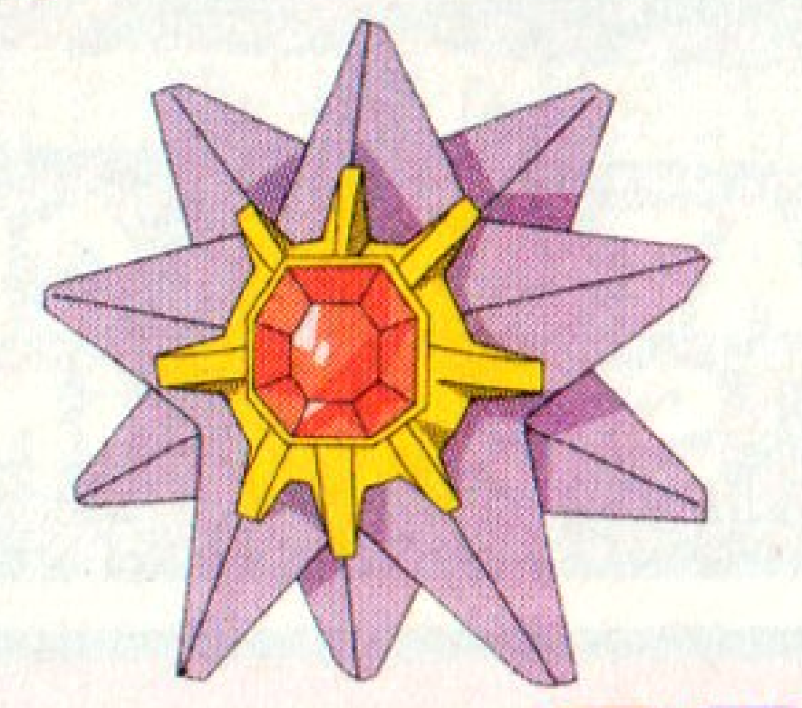
SEEN ☐ GOT ☐ **EVOLUTION** 118 119

FOUND: Fish at route 23

120 STARYU

RED BLUE

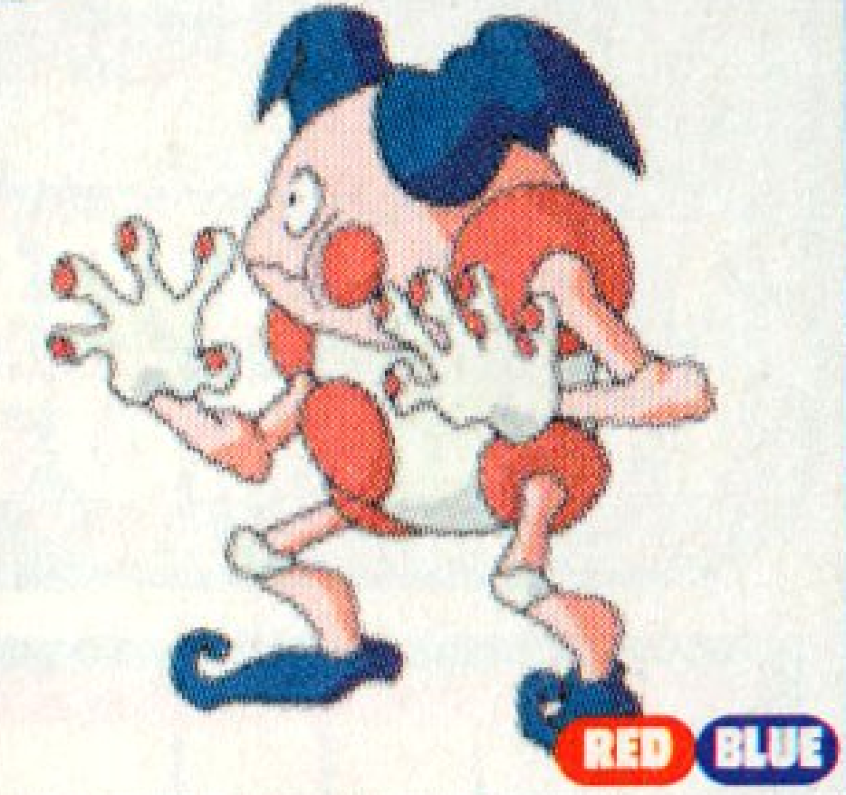
SEEN ☐ GOT ☐ **EVOLUTION** 120 121

FOUND: Routes 19, 20, 21, Seafoam Island

121 STARMIE

RED BLUE

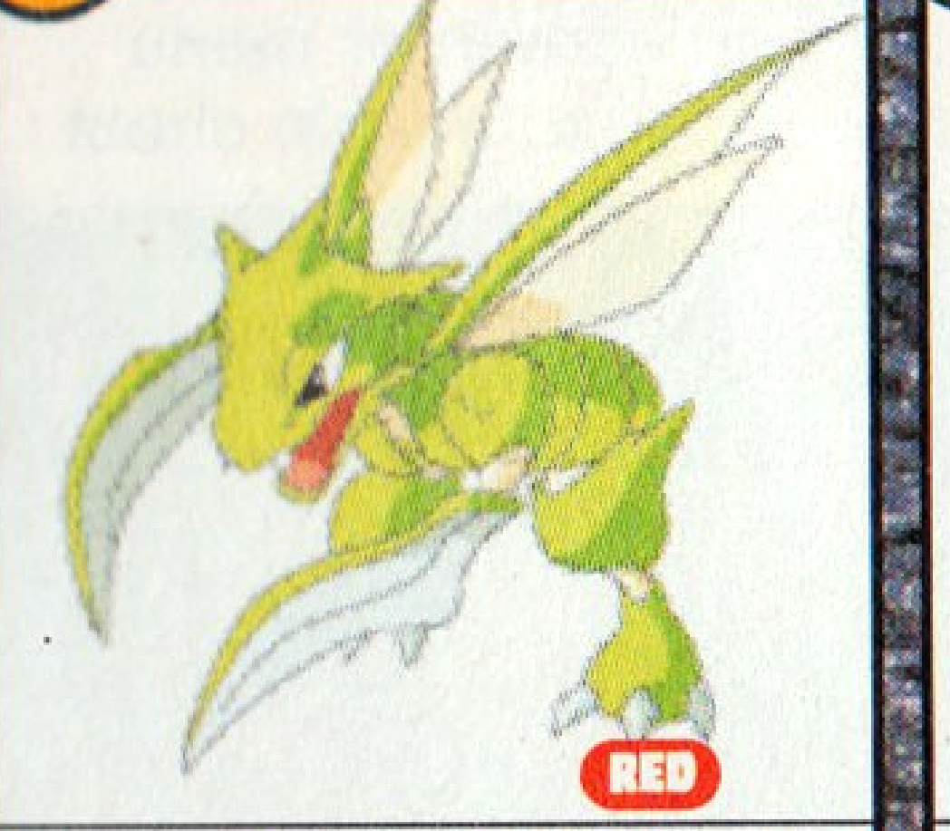
SEEN ☐ GOT ☐ **EVOLUTION** 120 121

FOUND: Evolved from number 120

122 MR. MIME

RED BLUE

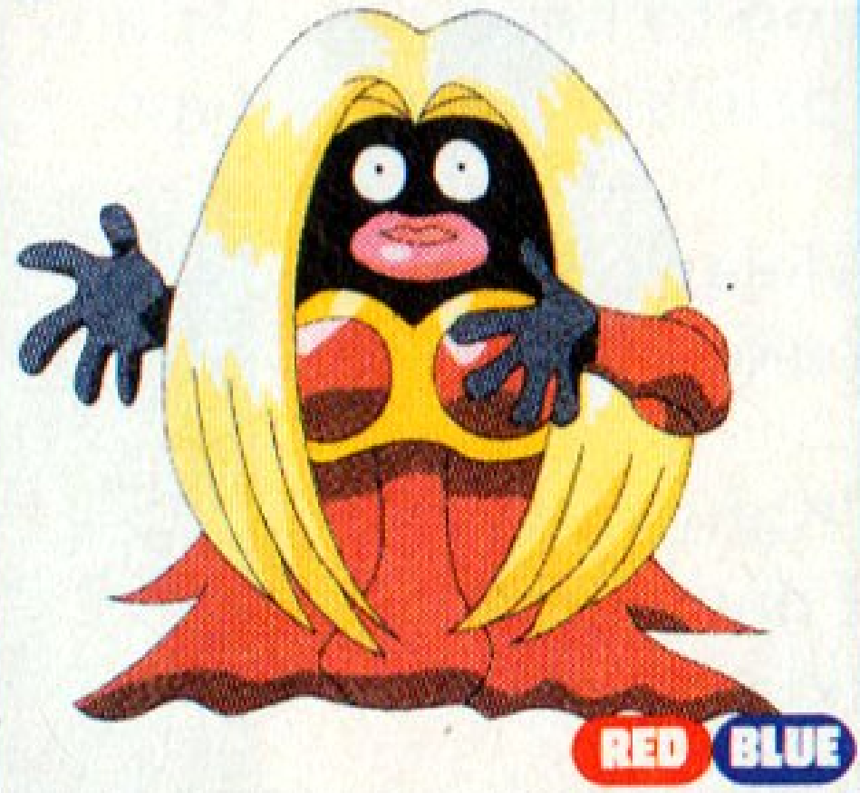
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Trade for at route 2

123 SCYTHER

RED

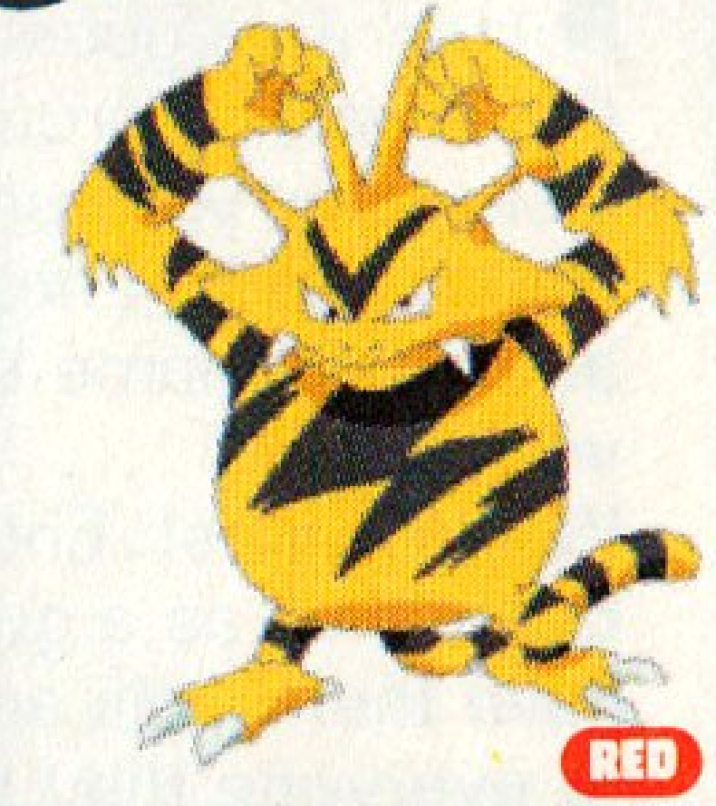
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Safari Zone

124 JYNX

RED BLUE

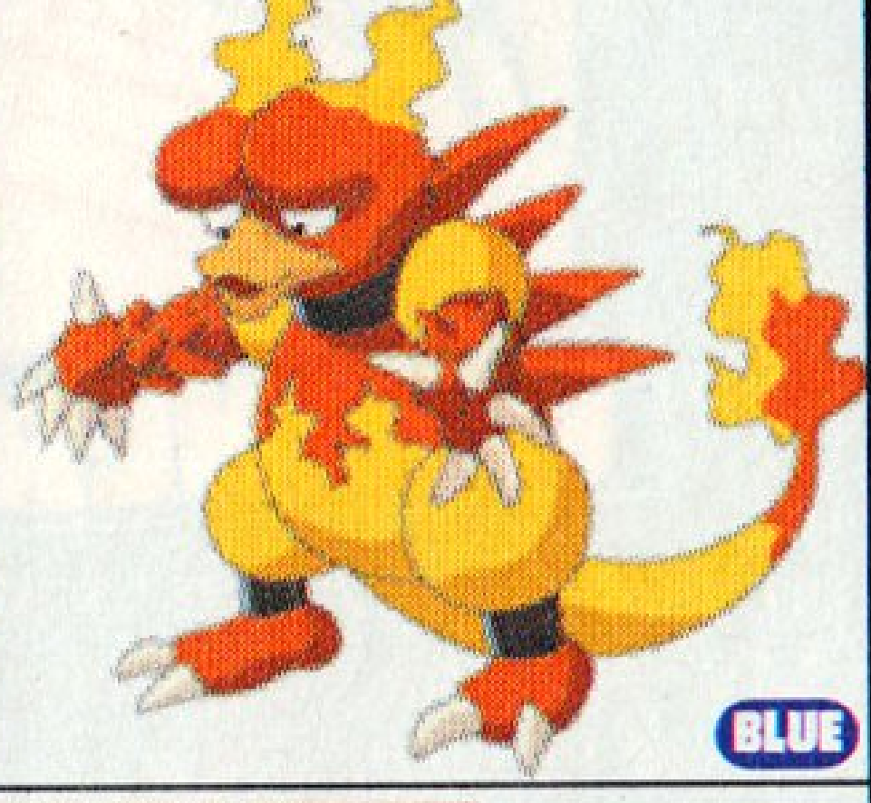
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Cerulean City, trade for it

125 ELECTABUZZ

RED

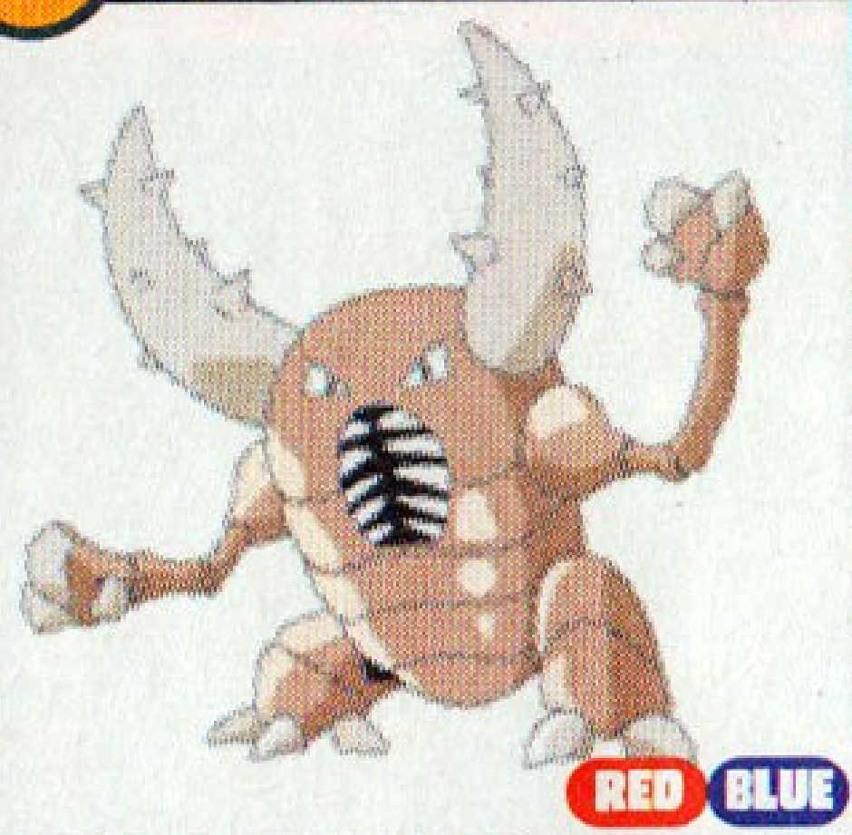
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Power Plant

126 MAGMAR

BLUE

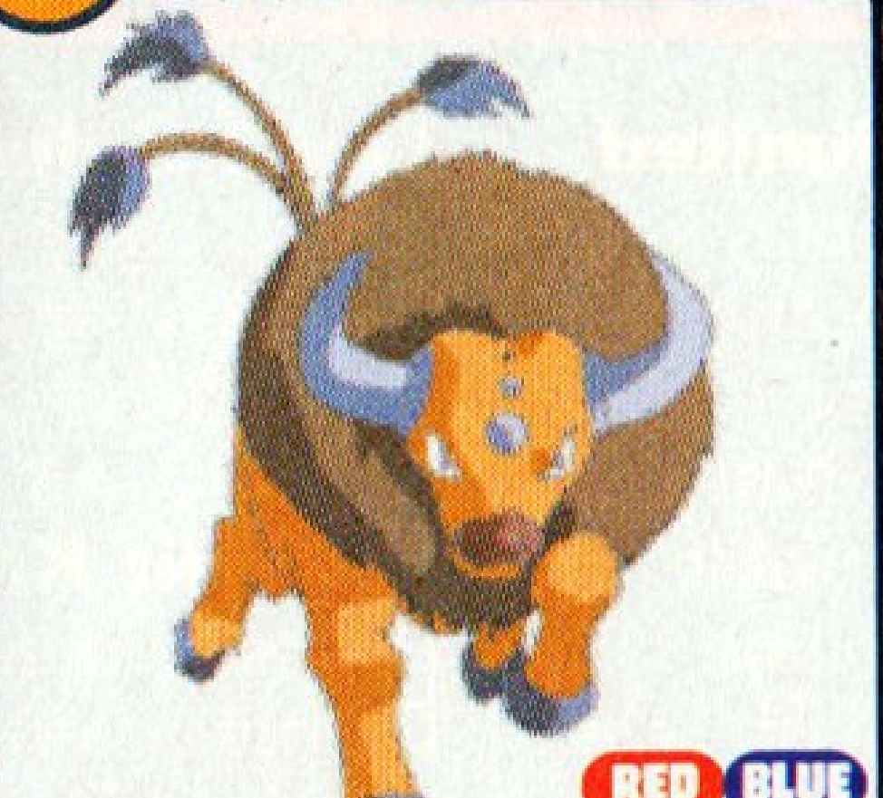
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Pokémon Mansion

127 PINSAR

RED BLUE

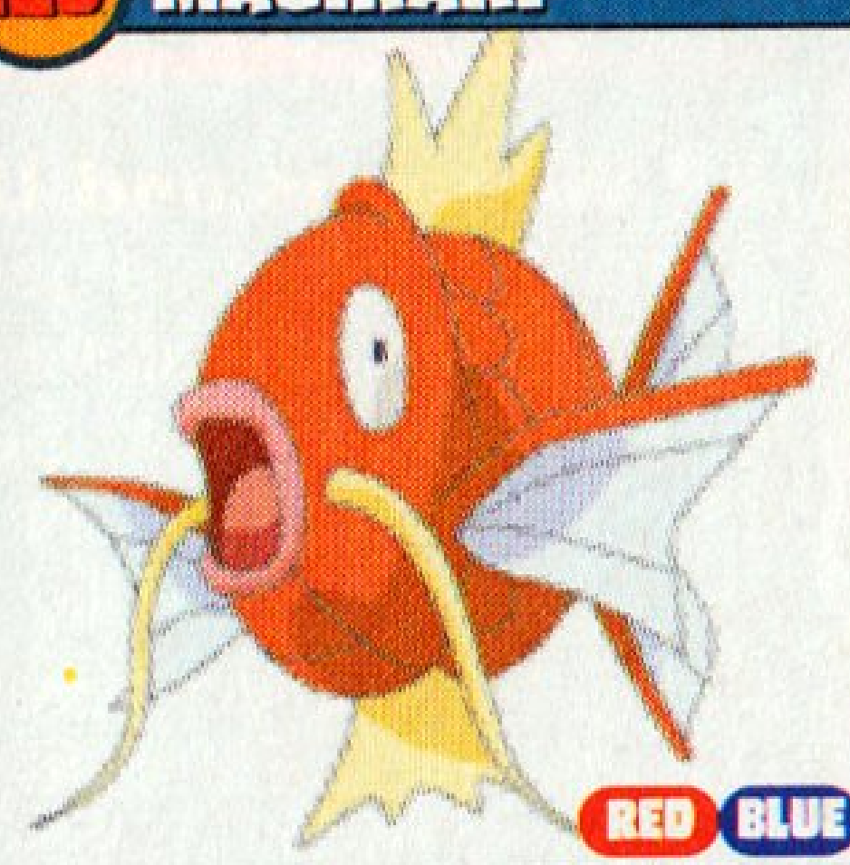
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Safari Zone

128 TAUROS

RED BLUE

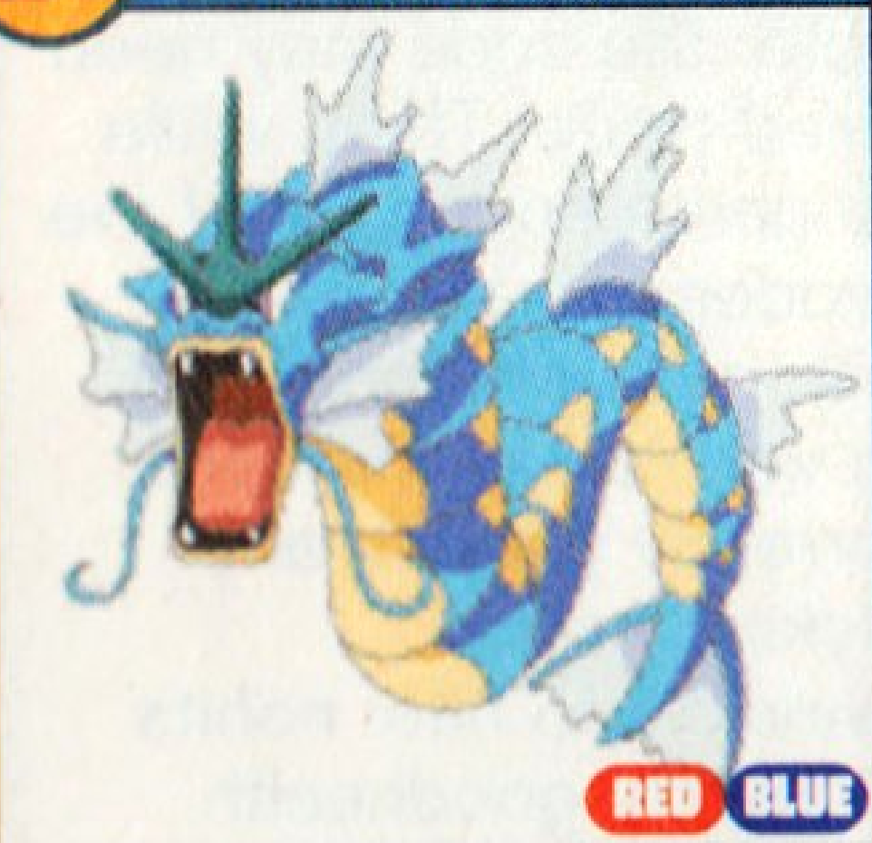
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Safari Zone

129 MAGIKARP

RED BLUE

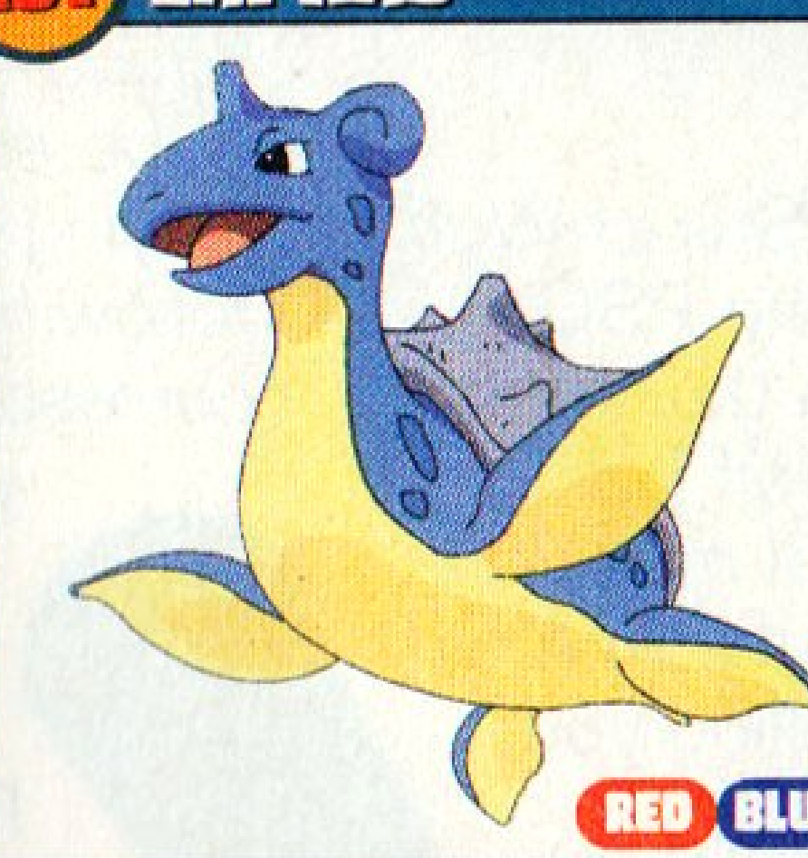
SEEN ☐ GOT ☐ **EVOLUTION** 129 130

FOUND: Routes 12, 13, 17, 18 & Fuschia Cave.

130 GYARADOS

RED BLUE

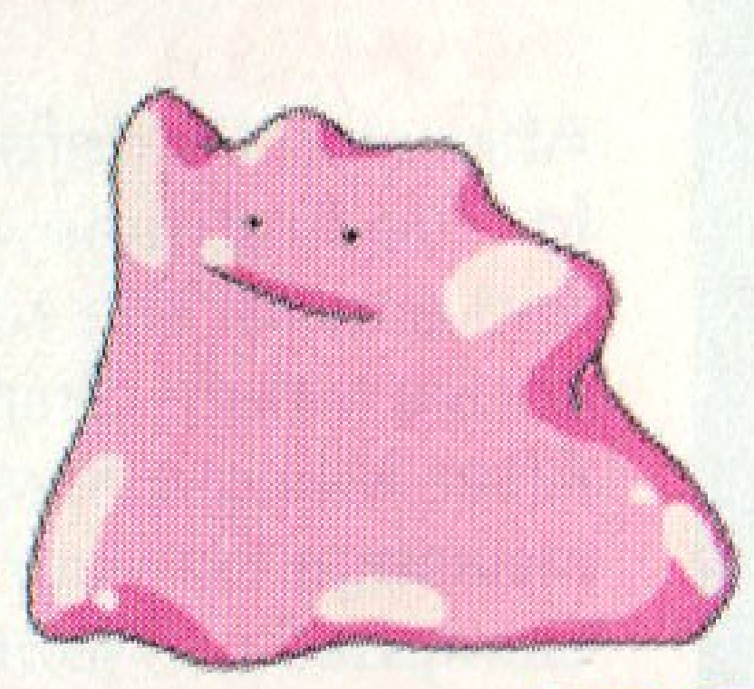
SEEN ☐ GOT ☐ **EVOLUTION** 129 130

FOUND: Evolved from number 129

131 LAPRAS

RED BLUE

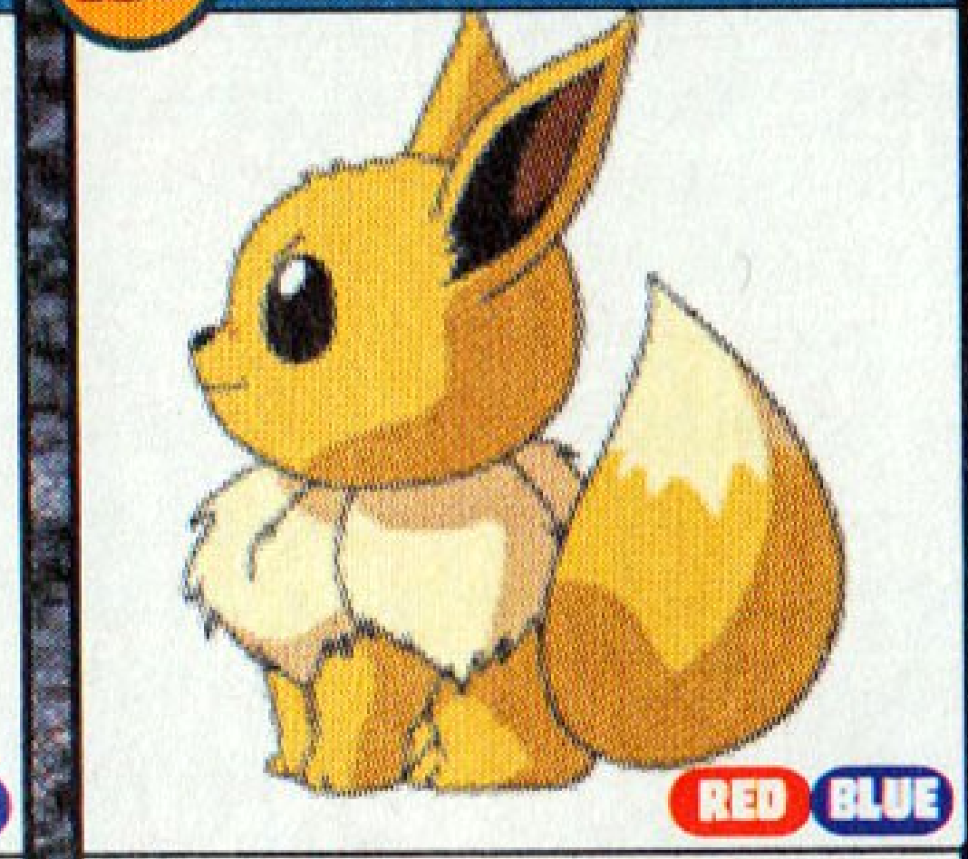
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Saffron City (Silph Co)

132 DITTO

RED BLUE

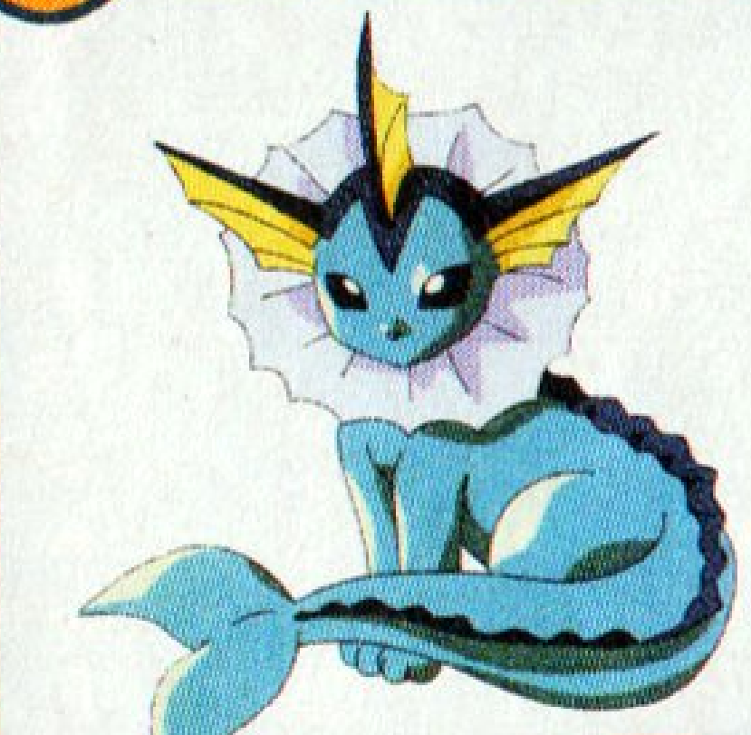
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Routes 13, 14, 15, 23

133 EEVEE

RED BLUE

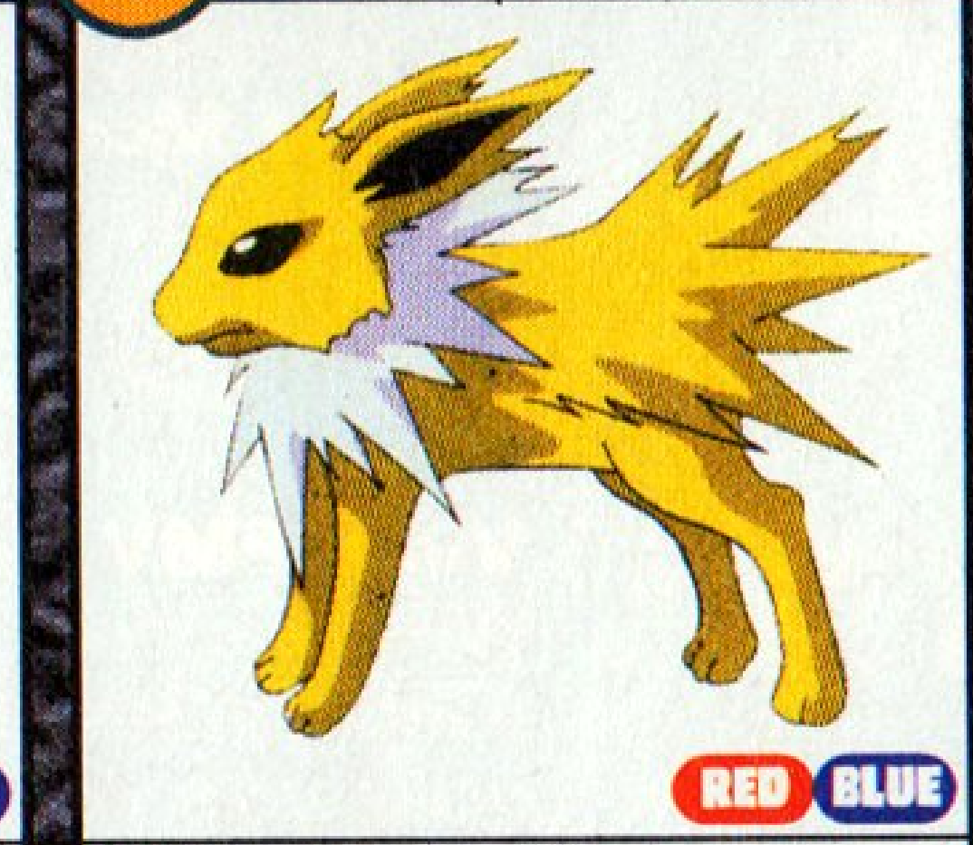
SEEN ☐ GOT ☐ **EVOLUTION** 133 134 135 136

FOUND: Celadon City

134 VAPOREON

RED BLUE

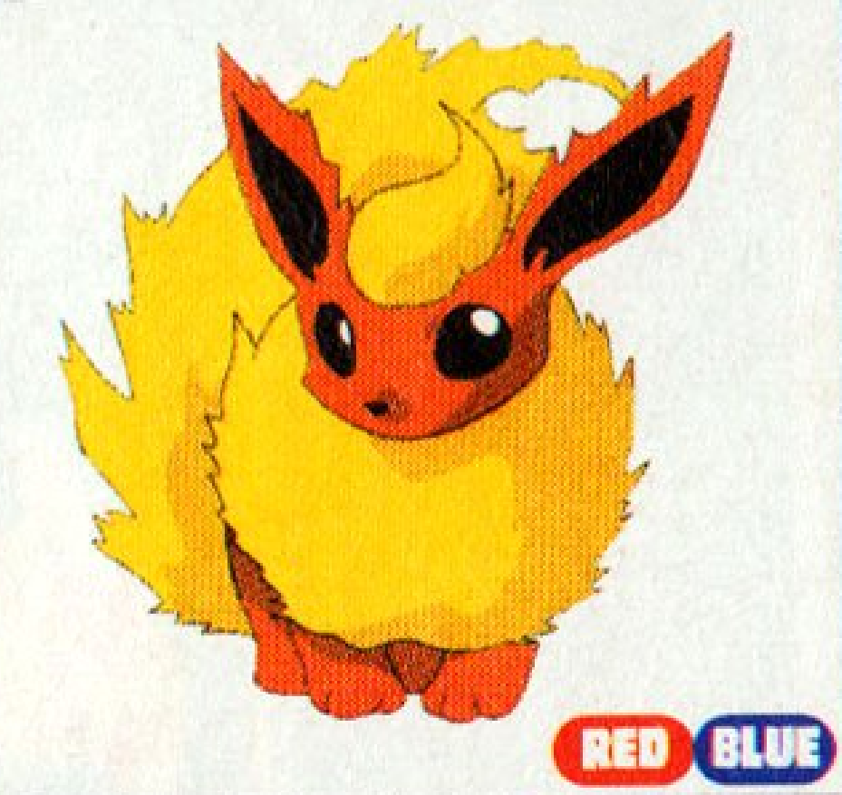
SEEN ☐ GOT ☐ **EVOLUTION** 133 134

FOUND: Evolved from number 133

135 JOLTEON

RED BLUE

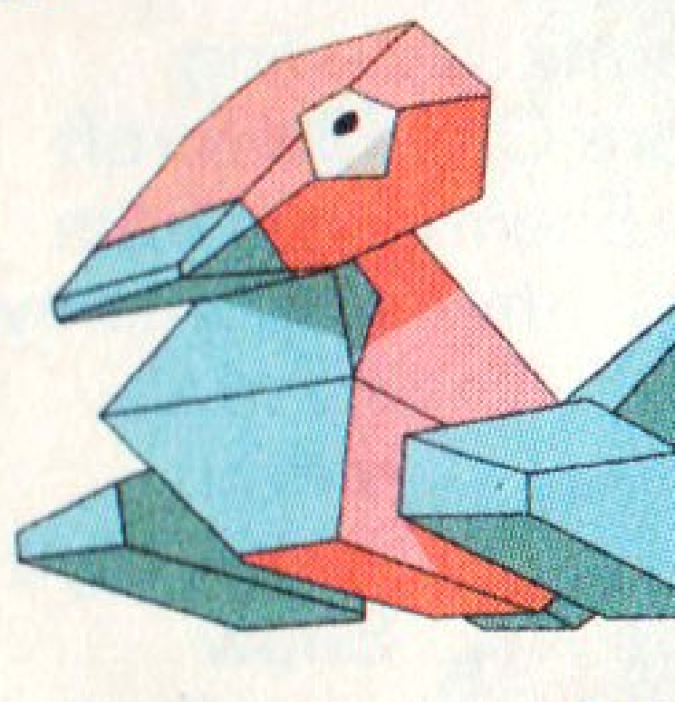
SEEN ☐ GOT ☐ **EVOLUTION** 133 135

FOUND: Evolved from number 133

136 FLAREON

RED BLUE

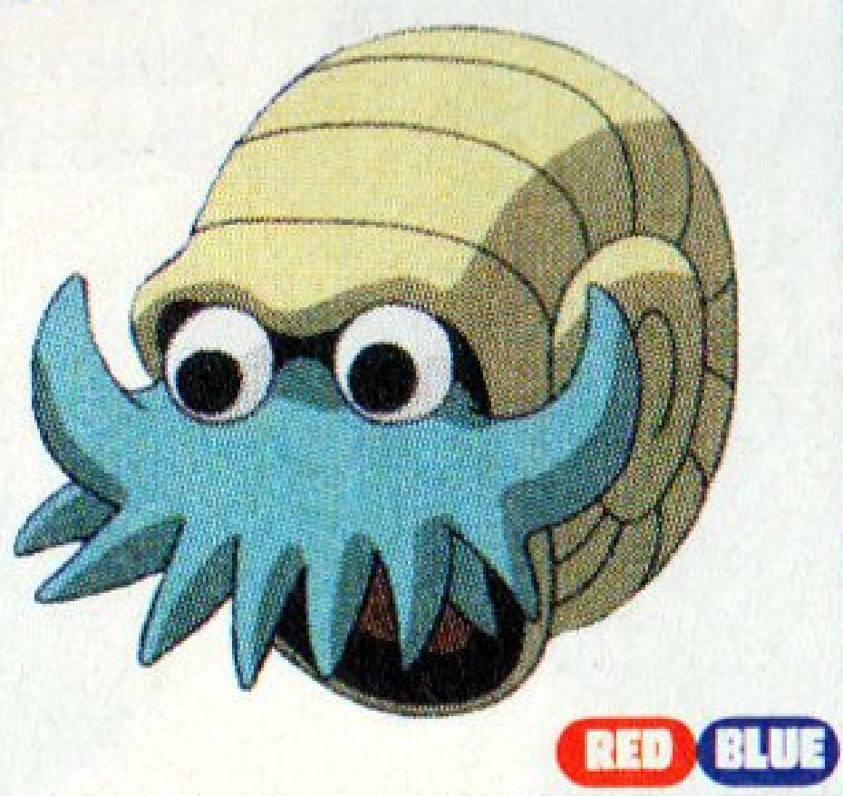
SEEN ☐ GOT ☐ **EVOLUTION** 133 136

FOUND: Evolved from number 133

137 PORYGON

RED BLUE

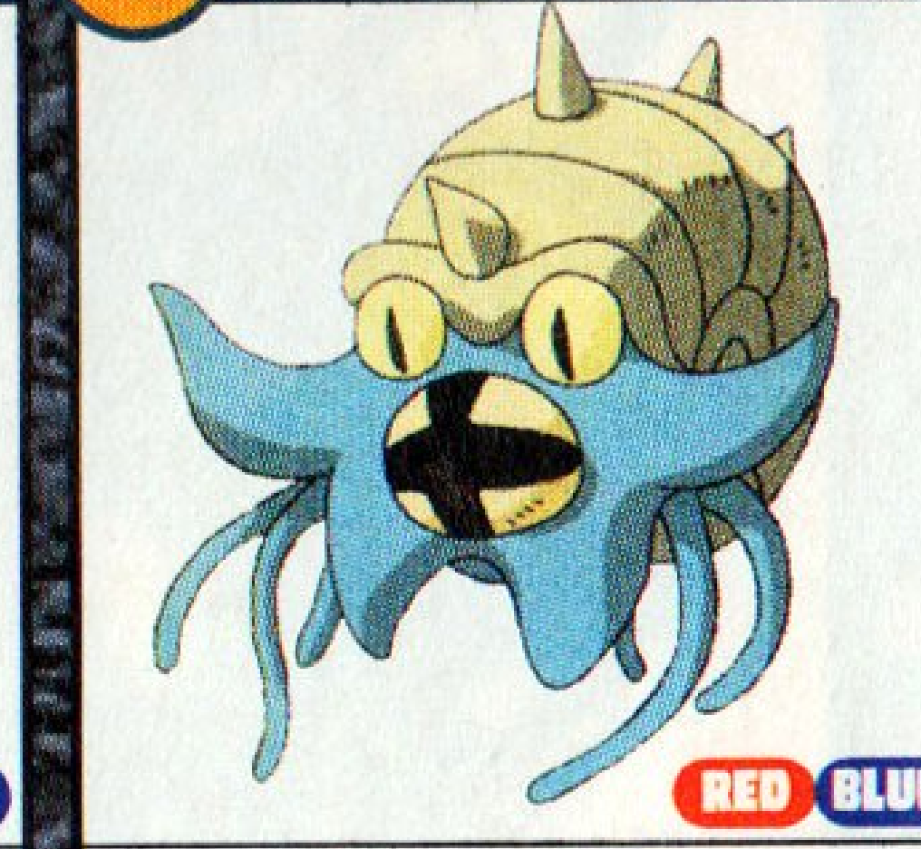
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Celadon City (Exchange Corner)

138 OMANYTE

RED BLUE

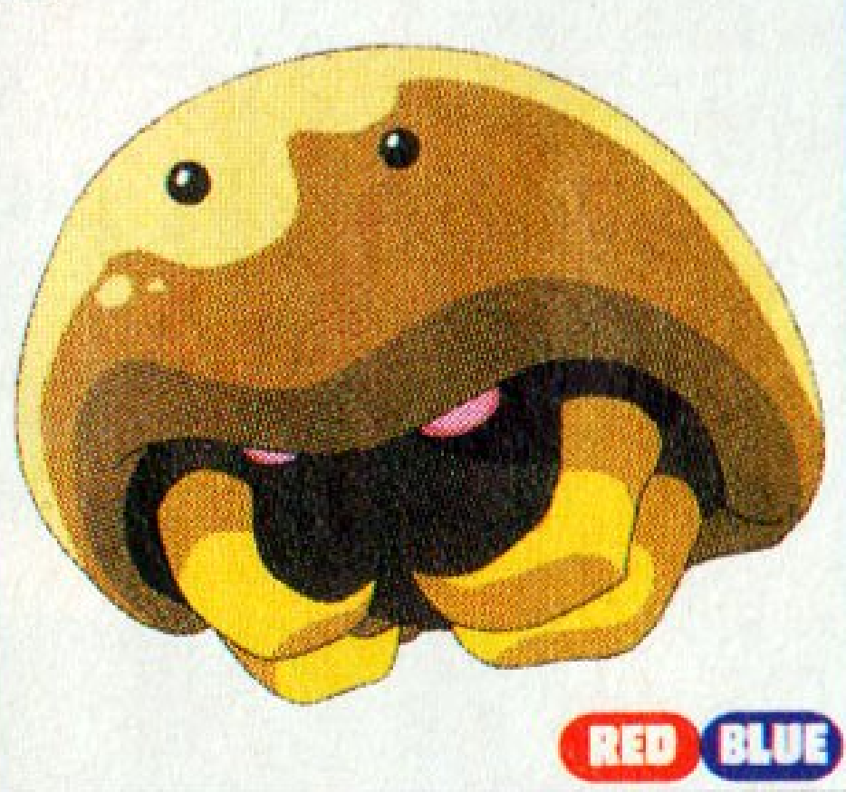
SEEN ☐ GOT ☐ **EVOLUTION** 138 139

FOUND: Cinnabar island (Pokémon Lab)

139 OMASTAR

RED BLUE

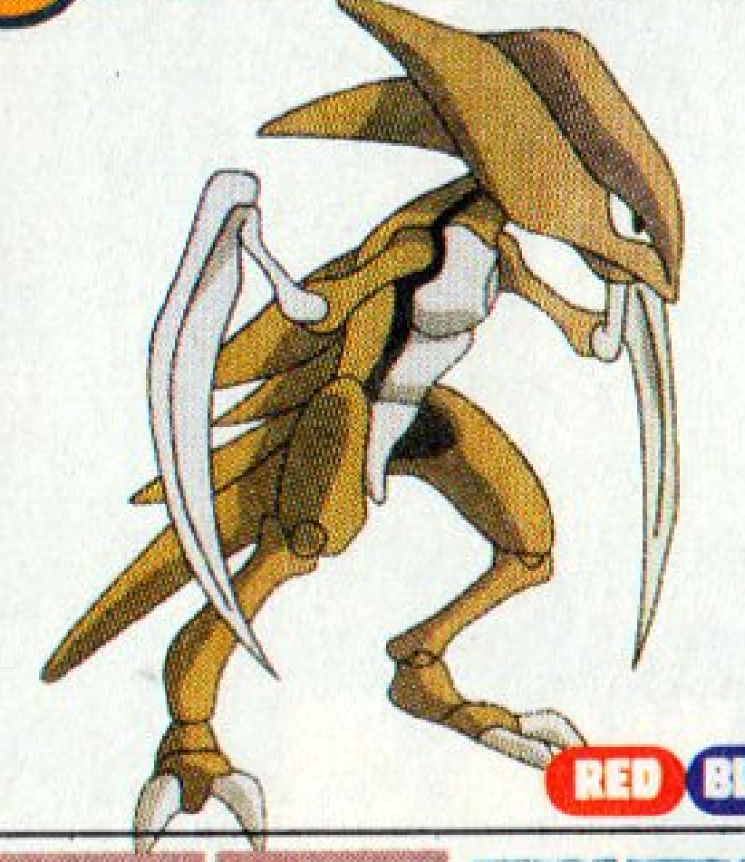
SEEN ☐ GOT ☐ **EVOLUTION** 138 139

FOUND: Evolved from number 138

140 KABUTO

RED BLUE

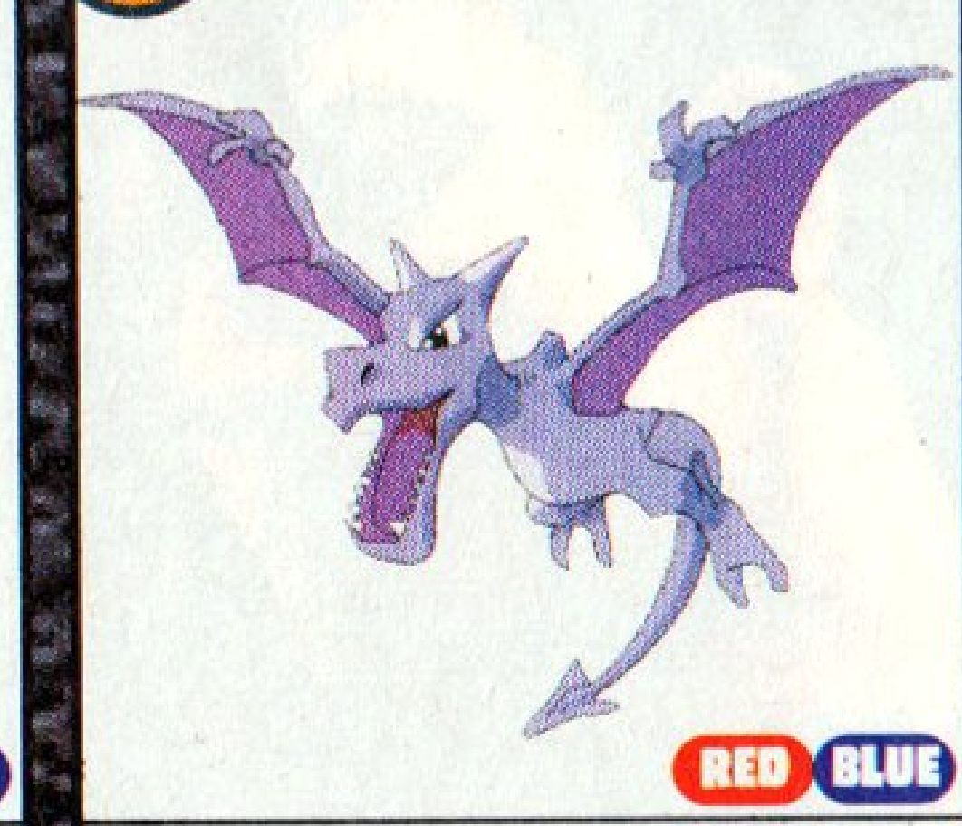
SEEN ☐ GOT ☐ **EVOLUTION** 140 141

FOUND: Cinnabar Island (Pokémon Lab)

141 KABUTOPS

RED BLUE

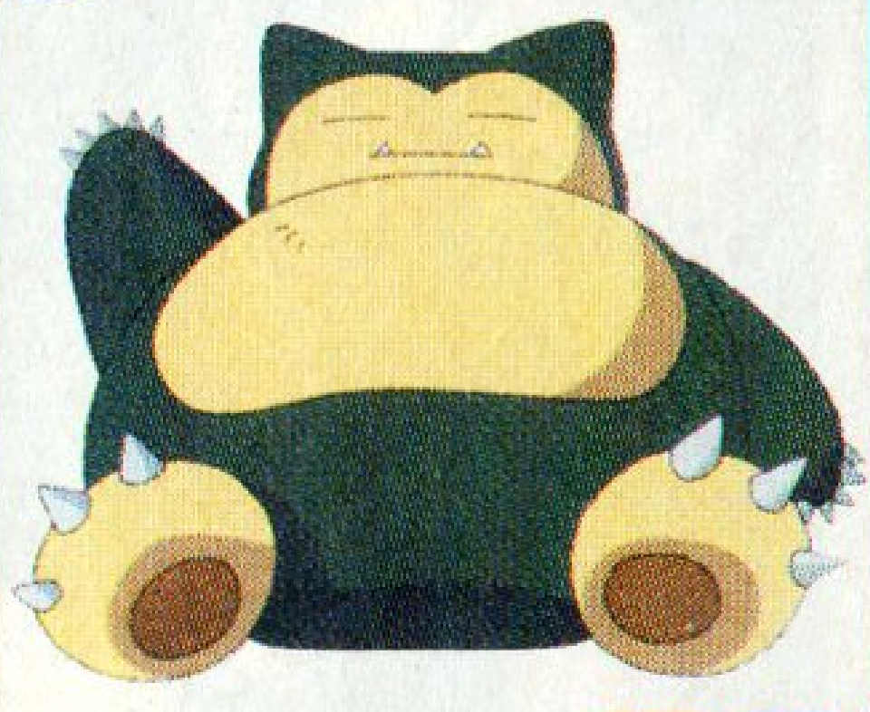
SEEN ☐ GOT ☐ **EVOLUTION** 140 141

FOUND: Evolved from number 140

142 AERODACTYL

RED BLUE

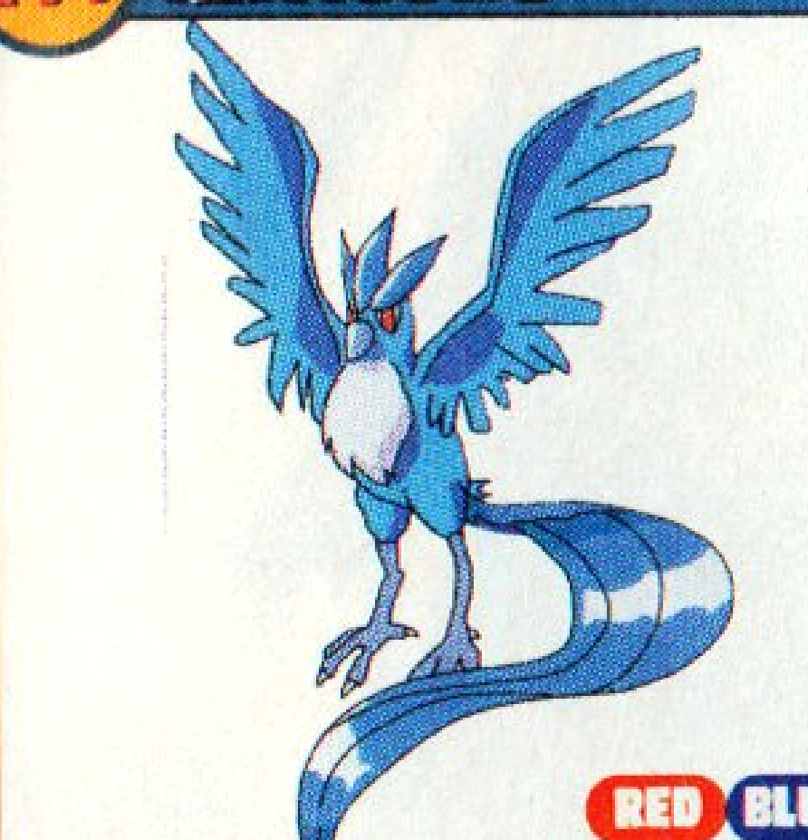
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Cinnabar Island (Pokémon Lab)

143 SNORLAX

RED BLUE

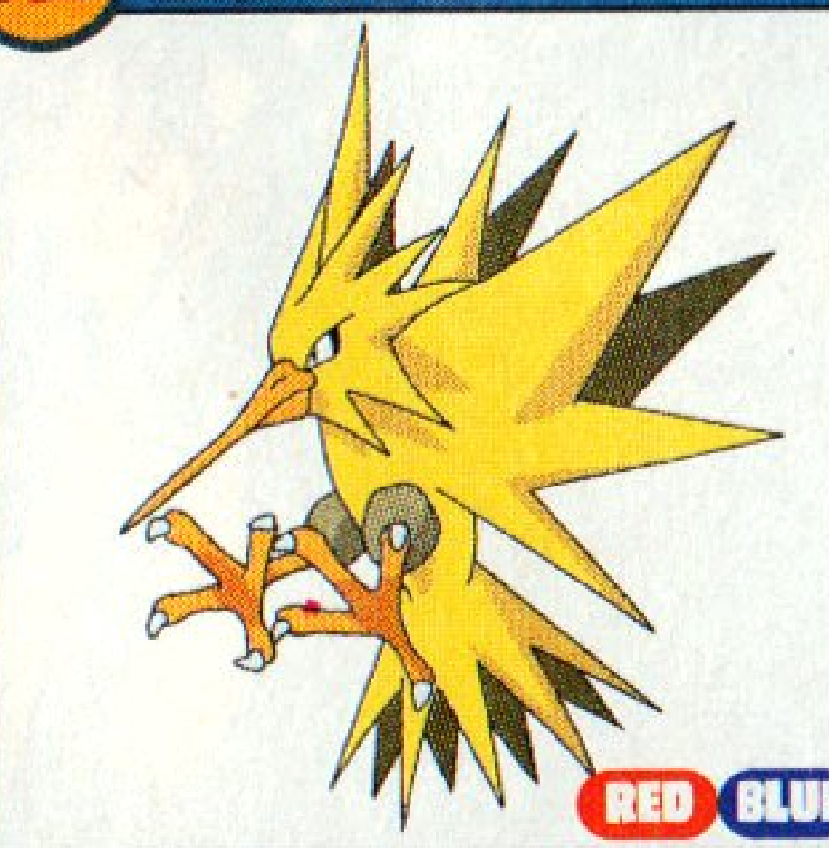
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Routes 12, 16

144 ARTICUNO

RED BLUE

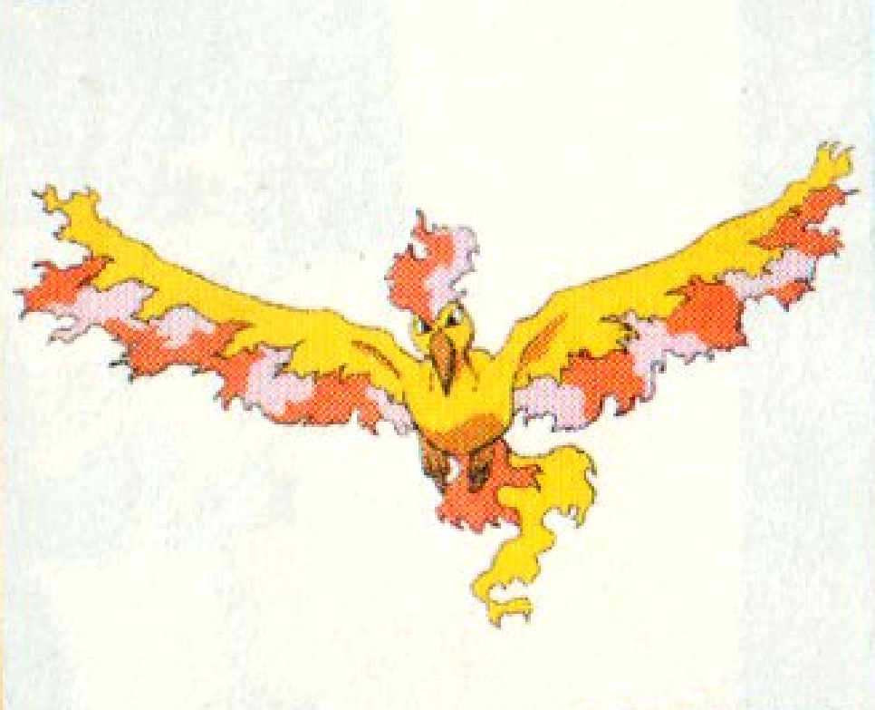
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Seafoam Island

145 ZAPDOS

RED BLUE

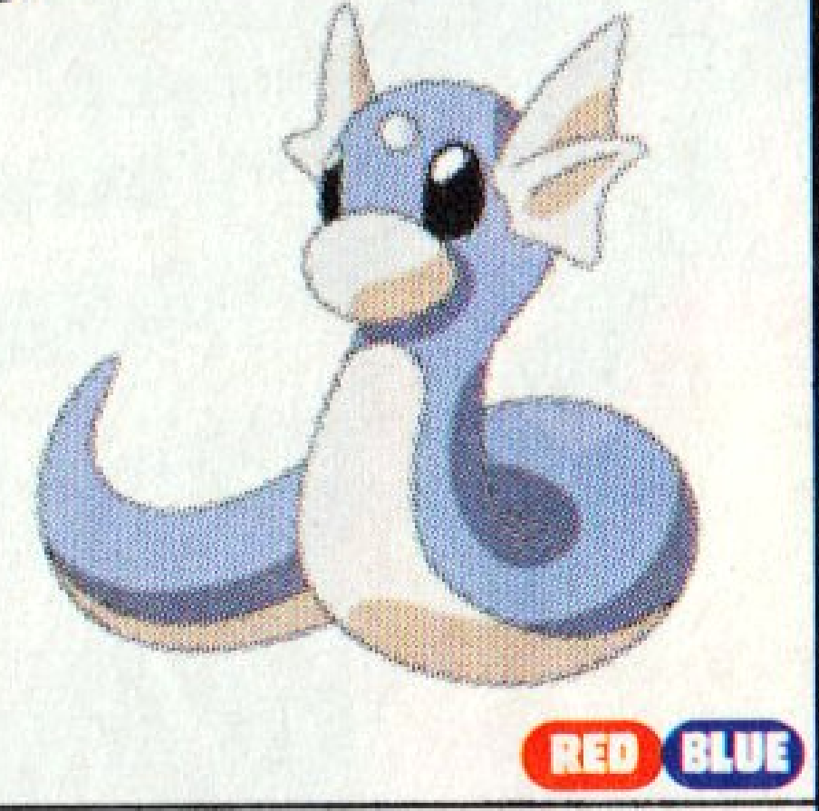
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Power Plant

146 MOLTRES

RED BLUE

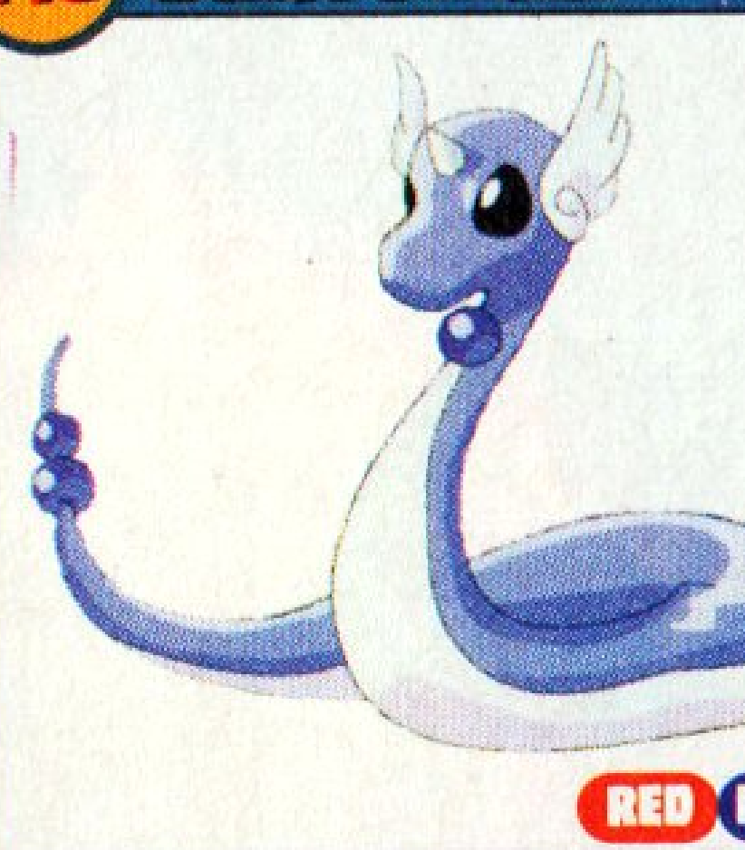
SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Victory Road

147 DRATINI

RED BLUE

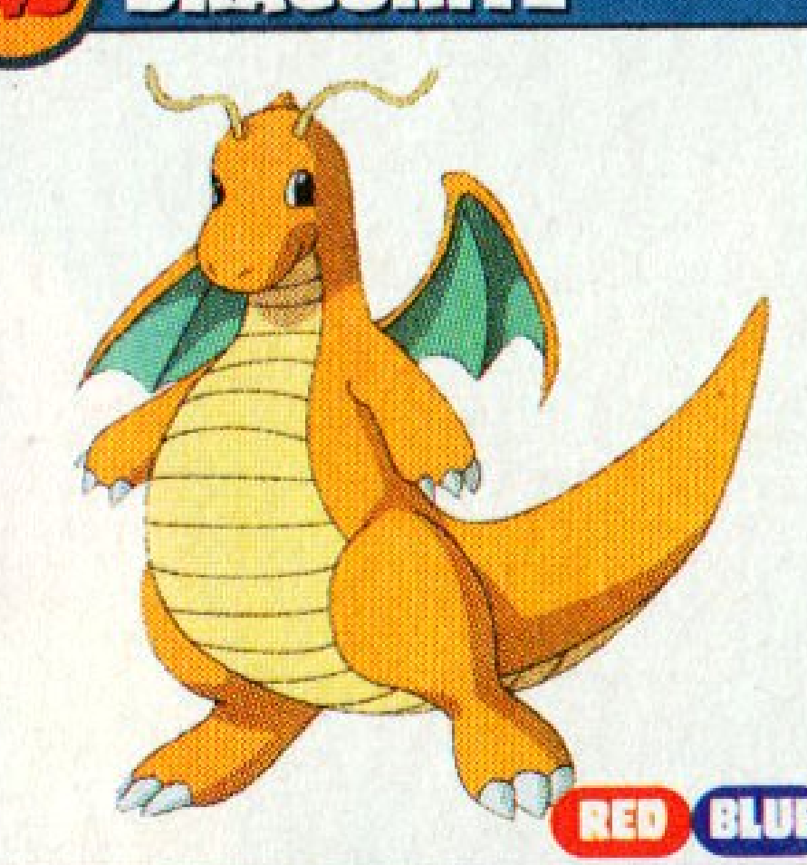
SEEN ☐ GOT ☐ **EVOLUTION** 147 148 149

FOUND: Safari Road

148 DRAGONAIR

RED BLUE

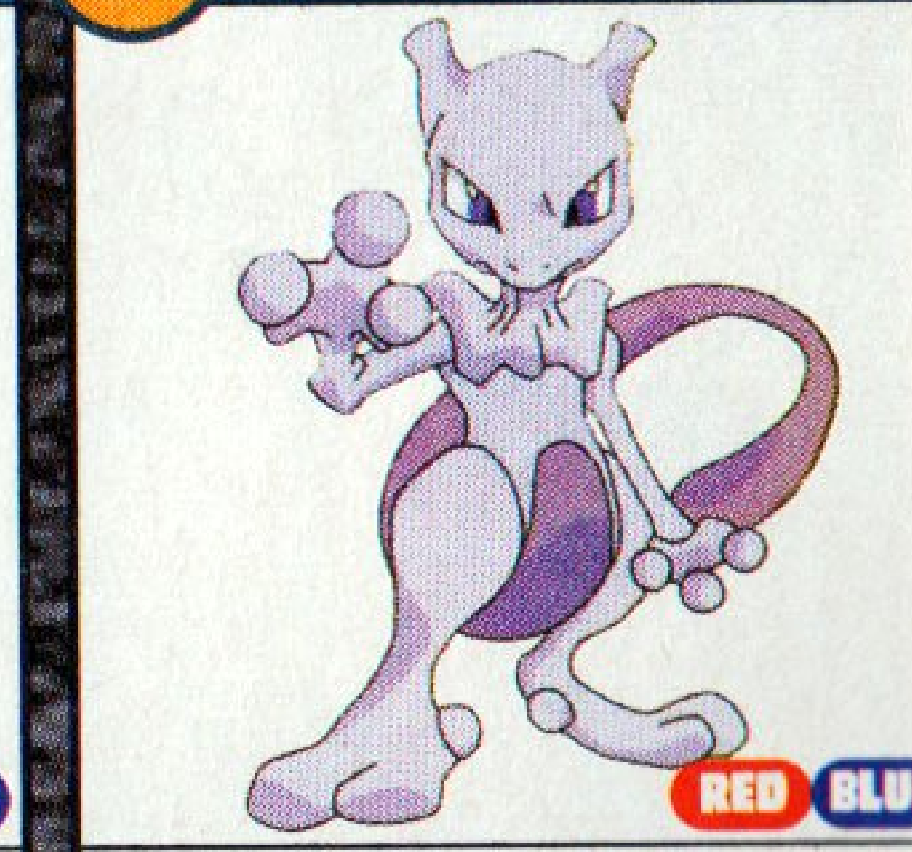
SEEN ☐ GOT ☐ **EVOLUTION** 147 148 149

FOUND: Evolved from number 147

149 DRAGONITE

RED BLUE

SEEN ☐ GOT ☐ **EVOLUTION** 147 148 149

FOUND: Evolved from number 148

150 MEWTWO

RED BLUE

SEEN ☐ GOT ☐ **EVOLUTION** NONE

FOUND: Cerulean Cave

SECRETS SERVICE

THE GREATEST CHEATS DISCOVERED BY YOU LOT! SEND IN YOURS AND WIN BOOTY!

CHEATIN' DAWG...

SYPHON FILTER (PSX)

YOU'RE A MADCATZ WINNER!

All Weapons and Unlimited Ammunition: Pause gameplay, highlight the Objectives option, then press and hold Select + ◉ + L1 + R1 + R2 + ⊗. (Note that only the weapons normally available during the current level will be selectable, and that for all of these cheats ⊗ must be the last button you hit).

Level Select
Pause gameplay, highlight the Select Mission option and then press and hold ◉ + ▣ + L1+ R1 + L2 + R2 + ⊗.

One Hit Kills
Pause gameplay, highlight the Objectives option and then press and hold Select + ◉ + L1 + R1 + R2 + ⊗. Gabe will say "Understood" to confirm correct code entry. A single shot anywhere on the body of an enemy with any gun will kill instantly. Repeat the code to disable it. Gabe will say "Damn it!" to confirm.

Expert Mode
At the title screen press and hold ◉ + ▣ + L1 + L2 + R2 + ⊗. The phrase "Damn it" will be spoken for confirmation.

View FMV Sequences
While on the first mission (Georgia Street, Washington DC) make your way to the movie theatre where you collect the sniper rifle. Now stand in the doorway of the theatre and pause the game. Highlight the sound option the press and hold the following combination Select + ▣ + L2 + R2 + ⊗. If the cheat code has been successfully entered, you will hear the words 'got it' spoken by Gabe. The doors of the theatre will now be open Go inside and enter one of the curtains. Now press ⊗ to advance to the next FMV sequence or press Start to exit the film show.

X-ray Vision
The virus scanner may be used to look through the walls to locate enemy troops.

Glitch
The dead Lian Xing continues to speak. In level 10, Base Tower, you hear Lian Xing being taken away by Rhoemer over Gabe's earpiece. Then, when you defeat the helicopter that Rhoemer sends, a FMV sequence will show Gabe jumping off the tower and will reveal that Lian Xing has been killed. Once on level 11 – Base Escape – starts, shoot the very first fuel tank that appears. Lian Xing will say "Gabe, check your fire! If that fuel tank goes the whole place will go up!"

Kenneth Payne, Cornwall

ROLLERCOASTER TYCOON (PC)

Guest Manipulation

Guest Photographer: Enter 'Chris Sawyer' as a guest name to have them walking around taking pictures of your park.
Painting guest: Enter 'Simon Foster' as a guest name to have them walking around painting pictures in your park.
Happy guest: Enter 'Melanie Warn' as a guest name to make them very happy.
Waving guest: Enter 'Katie Brayshaw' as a guest name to have them walk around and wave to everyone they meet.
Double payment for rides guest: Enter 'John Mace' as a name.
Mega Park: Successfully complete all levels to unlock the Mega Park.

METAL GEAR SOLID (PSX)

Rat Attack

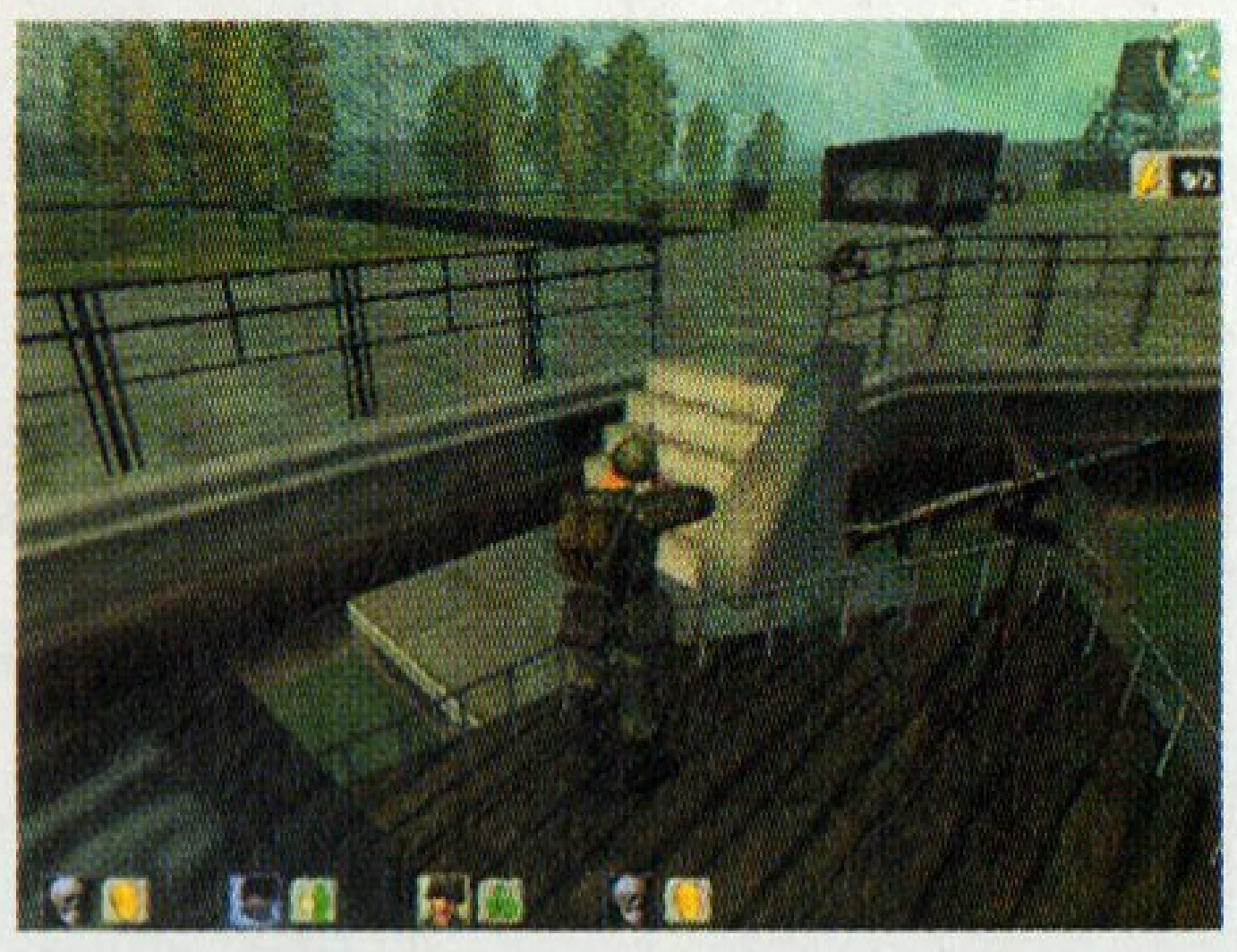
After you've defeated Sniper-Wolf for the first time, use the PSG1 and aim for the rats on the rafter above where Sniper-Wolf was. After killing a few, you'll receive a message on your Codetec (either Campbell or Naomi) telling you very angrily to stop killing vermin and get on with the mission.

All from Michael Stewart, Glasgow

HIDDEN & DANGEROUS (PC)

Enigma Codes

At any opening screen or menu type 'iamcheater' to enable cheat mode. If you entered the code correctly, you will hear a clicking sound. (Note: the code may need to be entered twice. Then, while playing the game enter one of the following codes to activate the corresponding cheat function. If you've entered the code correctly you'll hear a clicking sound:



Invincible to hits: nohits
Full health: goodhealth
Open all doors: allitems
Kill all enemies: killthemall
Return as zombie after being killed: resurrect
Current mission ends successfully: gamedone
Current mission ends in failure: gamefail
Alternate uniforms, including dressing as Lara Croft: laracroft
Enemy view from the front: enemyf
Enemy rear view: enemyb
Show coordinates in top left corner: playercoords
Big head mode: funnyhead

PREMIER MANAGER '98 (PSX)

Cash Bonus

For easy money, play both of your pre-season away friendlies at Juventus and you'll have £4 million to spend instantly.

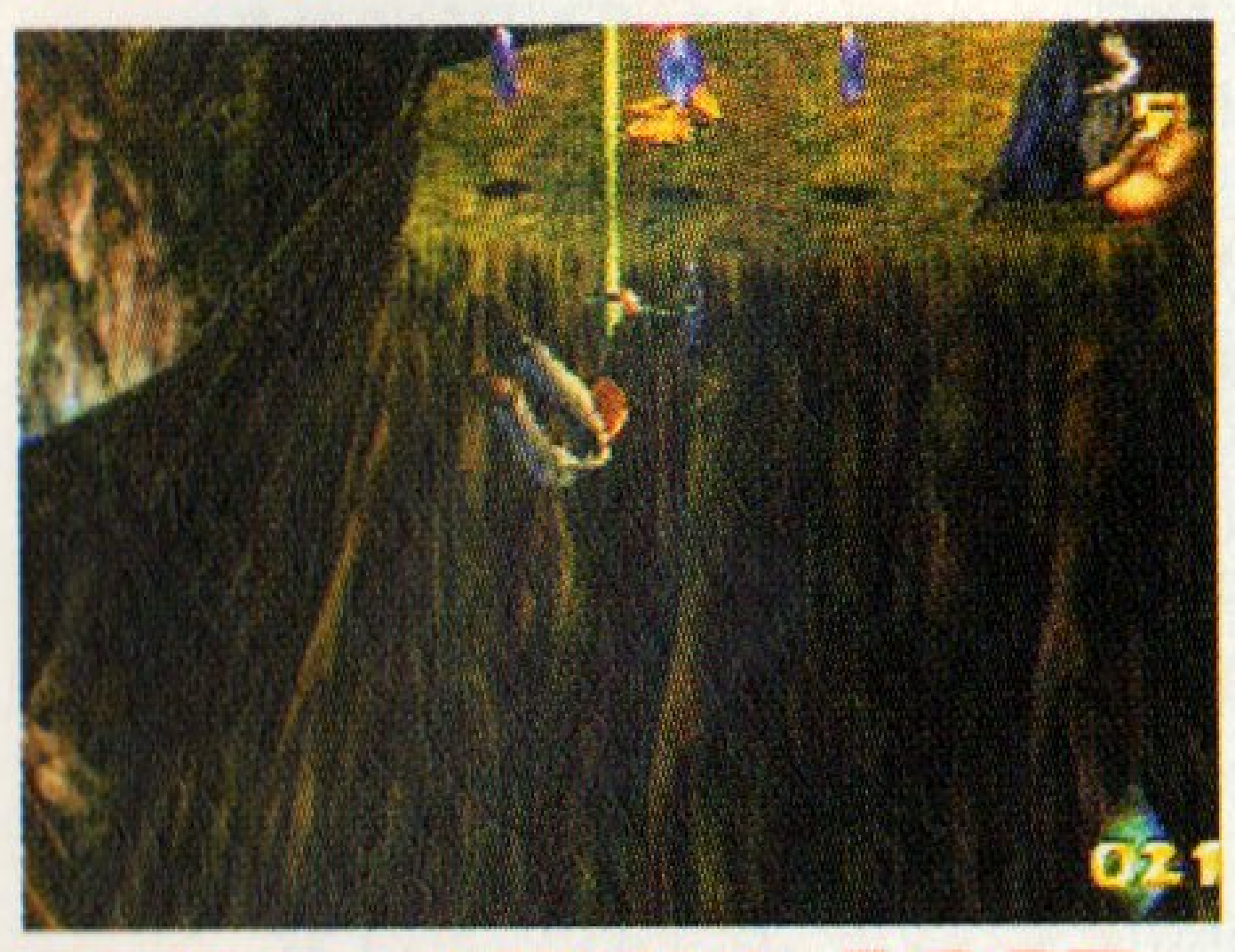
John Jones, Tredegar

PITFALL 3D (PSX)

Deep Down Coding

More lives: GIVEMELIFE
View FMV: PLAYMOVIES
Disappear: 2DHARRY
Levitation: ZEROGHARRY
Maximum lives: STEVE CRANEME
View 2D scenes: PITFALL COMIC
Big heads: BIG HEADHARRY

All from Shaun Eastham, Prescot



BUGS BUNNY: LOST IN TIME (PSX)

Rabbit Codes

When you're at the time selector or in the level selector of an era, while holding R1 and L2 enter the following codes:

Full level open: ⊗, ■, R2, L1, ◉, ⊗, ■, ■, ■
Full regular carrots: ⊗, ■, R2, L1, ◉, ⊗, ■, ■, ◉
Full abilities: ⊗, ■, R2, L1, ◉, ⊗, ■, ▲, ⊗
Full energy: ⊗, ■, R2, L1, ◉, ⊗, ■, ◉, ◉
Get a key: ⊗, ■, R2, L1, ◉, ⊗, ◉, ■ (try two ■'s at the end if this one doesn't work at first).

Philip Diggle, Bristol

ALIEN VRS PREDATOR (PC)

System Passcode

During the game, hold down [`] and [F12] to bring down the console. Now enter the following cheats for each character:

The Marine

FREAKOFTHEUNIVERSE: God mode
GIVEALLWEAPONS: All weapons and ammo
LIGHT: Creates a circle of light around the player
MARINEBOT: Creates AI controlled Marine
ALIENBOT: Creates AI controlled Alien
PREDOBOT: Creates AI controlled Predator
OBSERVER: Makes player invisible to opponents
SHOWCOORDS: Shows level co-ordinates
SHOWFPS: Shows frame rate

Predator Cheats

GIMMECHARGE: Full health
GOD: God mode
GIVEALLWEAPONS: All weapons and ammo
LIGHT: Creates a circle of light around the player
MARINEBOT: Creates AI controlled Marine
ALIENBOT: Creates AI controlled Alien
PREDOBOT: Creates AI controlled Predator
OBSERVER: Makes player invisible to opponents
SHOWCOORDS: Shows level co-ordinates
SHOWFPS: Shows frame rate

Alien Cheats

GOD: God mode
THREGREATBATTLEOFTHEUNIVERSE: Become the final Xenomorph of the game
LIGHT: Creates a circle of light around the player
MARINEBOT: Creates AI controlled Marine
ALIENBOT: Creates AI controlled Alien
PREDOBOT: Creates AI controlled Predator
OBSERVER: Makes player invisible to opponents
SHOWCOORDS: Shows level co-ordinates
SHOWFPS: Shows frame rate

Matthew Smith, Winsford

TOP TIP

MIDTOWN MADNESS (PC)

Open That Garage

To drive cars in traffic, type in these cheats as your name and you'll be away (they'll only work in Cruise mode, though, so watch out).
To drive a generic car, pick the Cadillac and type your name as 'vasedans'.
To drive a delivery truck pick the Ford F350 and type your name as 'vadelivery'.
To drive a pick-up truck, pick the Ford F350 and type your name as 'vapickup'.
To drive a yellow cab, pick the Cadillac and type your name as 'vataxi'.
To drive a chequered cab, pick the Cadillac and type your name as 'vataxicheck'.
To drive a van, pick the Ford F350 and type your name as 'vavan'.
To drive a white limo pick the Mustang GT and type your name as 'valimoangel'.
To drive a black limo pick the Mustang GT and type your name as 'valimoblack'.
To drive a VW Rabbit (the short car that goes flying whenever it gets hit) pick the VW Beetle and type your name as 'vacompact'.
Happy driving!

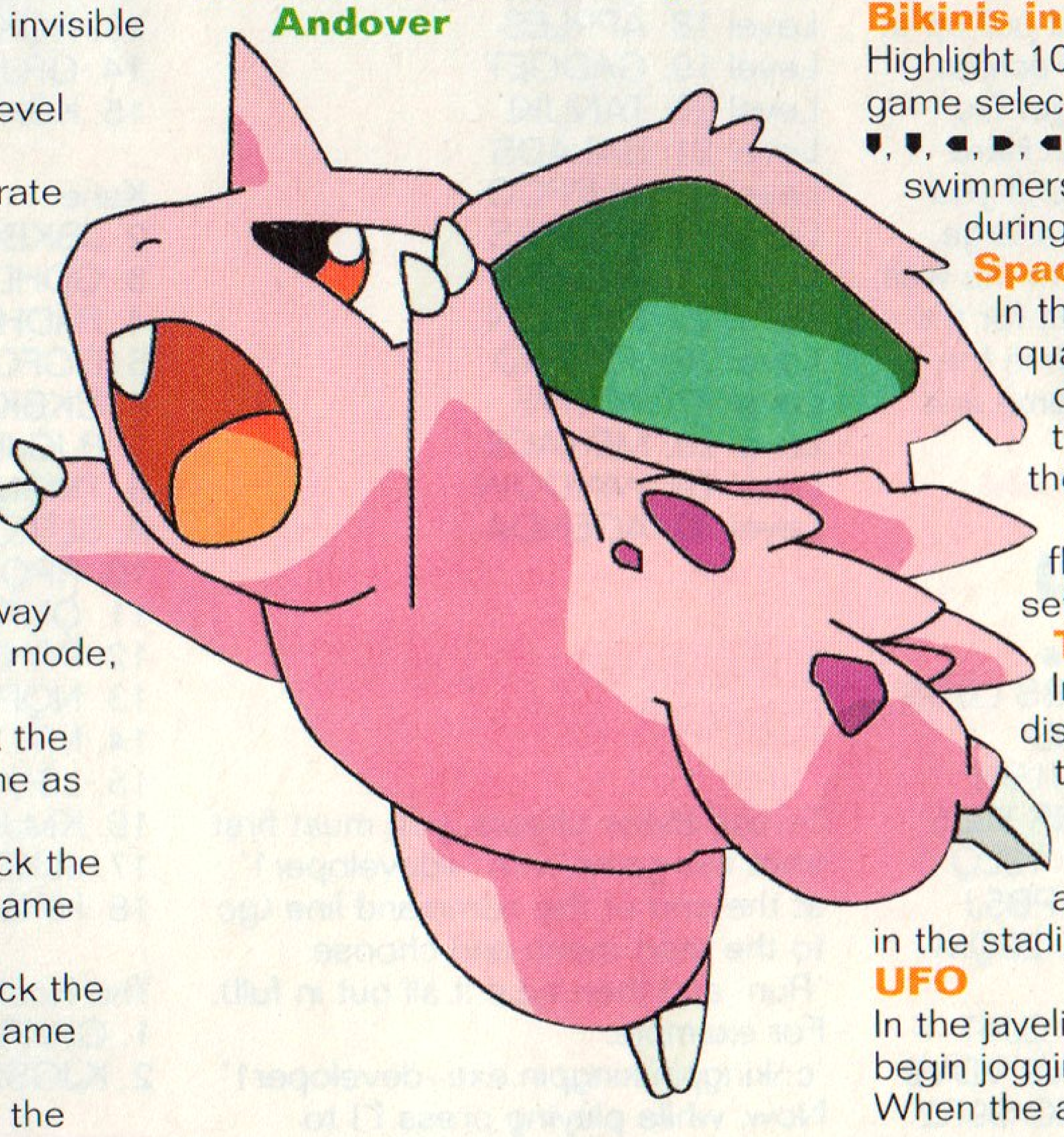
Steven Webb, Cambridge

POKÉMON SNAP (N64)

Hidden Levels

For the secret seventh level you need to take each of these photos:
Level 1: The Beach
To the left of the surfboard there's a rock formation that looks like a Krabby. Snap it.
Level 2: The Tunnel
If you released the Zapdos earlier you'll see Pinsir's shadow after you pass the two dancing Electabuzz.
Level 3: The Volcano
A Koffing cloud appears on the left at the very beginning of the level.
Level 4: The River
Above the vileplum you'll see a statue of Cubone.
Level 5: The Cave
Hit Left-C to turn 180 degrees to the left. You'll see a weird rock formation floating in the air. Snap at just the right moment to get the Mew landmark.
Level 6: The Rapids
Look to the right of the shore and eventually you'll see a Dugtrio rock formation. Get it.

All from Edward Bailey, Andover



BRIAN LARA CRICKET (PSX)

Stumpy Cheats

NOWAYEARS: All classic matches
BIGBALLS: Enlargens ball
SOLID OAK: Creates unbreakable stumps
SUPERMAN: Batsmen always hit sixes
DROP BALL: Fielders always drop ball when it comes their way

DONKEY KONG LAND 3 (GB)

Monkey Business

On the title screen press Up, Up, Down, Left, Right for a free game of cards.

Thomas Hansell, Cranleigh

INTERNATIONAL TRACK AND FIELD (PSX)

Bikinis in Freestyle

Highlight 100m Freestyle at the game select screen and press ▲, ▲, ▼, ▼, ◀, ▶, ◀, ▶, ◉, ⊗. The swimmers will now wear bikinis during this event.

Space Shuttle

In the pole vault, clear the qualifying height of 4.5m on the first attempt. On the second attempt, set the pole to 5.0m and clear it. A space shuttle will fly by when the pole is set again.

Tyrannosaurus Rex

In the shot putt, get a distance composed of all the same digits, such as 11.11 or 55.55, and a Tyrannosaurus Rex will appear behind the crowd in the stadium.

UFO

In the javelin, tap ■ or ◉ once and begin jogging towards the foul line. When the angle meter appears, press and hold ⊗ to get it over 60 degrees. When the meter rises, begin pressing the ■ or ◉ button rapidly. Make sure you are running at high speed and then release the javelin before the foul line. The javelin must be thrown at maximum power at an angle of more than 60 degrees. A UFO will fall into the stadium with the javelin protruding from its hull.

Birds

In discus, get a distance that matches, such as 55.55 or 23.23 and a flock of birds will appear above the stadium.

Mole

In the triple jump or long jump, match the last three numbers of your distance, such as 13.33 or 19.99, and a mole will appear from the location of your jump.

Balloon

In the hammer throw, get a distance that matches in metres and centimetres, such as 1.01, 21.21 or 35.35 and a balloon will appear from the crowd and float off into the sky.

SEND YA CHEATS AND WIN!

Why not prize your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across, and who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Madcatz. So stop playing and get writing...

MC SPORTS
SPORT CARD
Mad Catz
Dual Force

COMMAND & CONQUER: TIBERIAN SUN (PC)

Troop Tactics
Infinite Firestorm: To make your Firestorm defences generate all the time, you first need to activate it. Then sell a few power plants. Your power will be low and the activating process is on hold, but the Firestorm defences are still on. Sneaky Multi-player Tip: Build five engineers and put all of them into a Subterranean APC, then send it into the enemy's base. Capture five of their important buildings (ie, Construction Yard, War Factory, Radar Dome, etc.) then sell them. The enemy won't be able to build anything and you'll have loads of money to spend!
Doug Parrant, West Sussex

COMMAND & CONQUER: RED ALERT RETALIATION (PSX)

Military Secrets
Enter the following during the game by pressing ● on the team select buttons on the sidebar.

Skip level: ●, ●, ▲, ⊗, ⊗, ■
A-Bomb: ●, ⊗, ●, ●, ⊗, ■
Para bomb: ⊗, ⊗, ⊗, ●, ▲, ■
£1,000: ⊗, ⊗, ■, ●, ●, ●
Chrono shift: ■, ●, ▲, ⊗, ●, ●
Iron curtain: ■, ⊗, ●, ⊗, ▲, ▲
Reveal map: ▲, ▲, ⊗, ●, ▲, ■

Richard Hollingworth, Scotland

PANDEMONIUM (PSX)

Mutant Mania
Enter the Password "Thething" then hold L2 and press ● to cycle through old shapes of your body. L2 + ⊗ swaps back to normal.
Matthew Dover, Widnes

TOMB RAIDER 3 (PSX)

Route to Coastal Village
As soon as you start the level, turn right into a small cove. In the middle on a concrete slab is a small key. Take the key and proceed to the hut. Inside is a trapdoor which can be opened using the key. You'll now be in a place with a path of light. Move slowly towards it as a spiked wall comes out at you. Complete the first set of jumps and monkey bars but watch out for the tricky ones.

When you get to the platform with the slide in front, drop to the slide and jump at the bottom to the platform opposite. Shoot a native above and then jump to the ladder and climb up.

When you get to the save game crystal platform, jump to the small platform in front of the crystal. Jump off and grab the ledge. Shimmy along and pull up at the obvious place. Jump across and get to the rope bridge. Go across and kill the native. Here there are two ways to go. If you choose left, look out for a large circular blade coming from the wall. In the large room look out for the patches of light. Don't go in the water but go down the ramp and you'll be in the village.
Chris Bennett, Sheffield

QUAKE II (N64)

Level Codes

Level 0: FVBS LBBB 7VBC 3BGB
Complex: 61BN QJPB ZQBR 53J5
Intelligence: 12LQ P4QF BBVC PB5J
Communications: 22QM BFW 16VO VJD4
Orbit: V27J KNZY 70V1 CJ4T
Station: W27F KX3D 5FV9 VDV9
Ship: T23S WSFW RWKC S9R2
Cargo: STYF OTG2 15LK KF6C
Mines: R24S 6238 B8LD JGSO
Storage: QTDF NYT8 NBZR T5Q9
Organic: PP02 Q?1R KZS8 ?1TT
Process: NL?9 GQ2Z 716R BRC2
Geo-Stat: MMH3 OJG5 MND QP20
Jail: LPFO KOMX 15?Q VDYC
Lab: KPKO MRDK 5DX8 984L
Bio: JPK? WY7X T5DK KL1?
Conduits: HPP7 HSMR GQ1Z ZCQX
Core: GWWZ SF2Q GZ86 S7CF
Command: FMWX P5H2 Z1OO 3N4K

TEST DRIVE 4 (PSX)

L-Plate Cheats
To enter these codes, go to the Options menu, then select Save Game and type one of the following in slot 10. You will hear a horn if these have been entered correctly.

NOAICARS: No computer controlled cars in multi-player
STICKIER: No 3D collisions
AARDVARK: Collisions turned off
ITSLATE: No special effects (3dfx)
LEVELLA: Unlock all secret tracks
CREDITZ: Show credits
BANDW: Black and white
COLOUR: Back to colour
SPAZZY: Spinning camera
MIKTROUT: Giant cars
MPALMER: Tiny cars
BIRDVIEW: Birds-eye view
NITROXXX: Nitro with horn
GONZON: Fast forward mode on
GONZOFF: Fast forward mode off

Sam Drake, Cambridge

G-POLICE: WEAPONS OF JUSTICE (PSX)

Mission Passwords

Level 1: POLICE
Level 2: OCTOPI
Level 3: BRAINS
Level 4: FINGER
Level 5: BANANA
Level 6: JUNGLE
Level 7: VOODOO
Level 8: SQUEAK
Level 9: DUNDEE
Level 10: TEAPOT
Level 11: BUTTER
Level 12: INDIGO
Level 13: STROUD
Level 14: ELIIR
Level 15: LIQUID
Level 16: STAPLE
Level 17: SHIRTS
Level 18: APPLES
Level 19: GADGET
Level 20: TANUKI
Level 21: SALADS
Level 22: DUFFCO
Level 23: PHONES
Level 24: ASSERT
Level 25: OXYGEN
Level 26: JOYPAD
Level 27: ACTIVE
Level 28: MENACE
Level 29: WINDOW
Level 30: AGENDA

Daniel Bradley, Banbury

KINGPIN: LIFE OF CRIME (PC)

Underworld Codes
To use these cheats, you must first start the game with '+developer1' at the end of the command line (go to the start menu and choose 'Run' and then type it all out in full). For example: 'c:\kingpin\kingpin.exe+developer1' Now, while playing press ['] to bring up the console and type in any of these cheats. (X= variable amount.)

IMMORTAL: God mode
NOCLIP: No clipping
GIVE ALL: Get all items
GIVE CASH X: Get X dollars
GIVE X: Get items (try COIL, WATCH, BATTERY etc)

Alistair Sinclair, Leeds

TOCA 2 (PSX)

Touring Hints
To access these cheats, enter the code as your name.

DOUBLE: All tracks
CARTASTIC: All cars
OUCH: Battle mode
RUBBER: Bouncing crashes
MOVIE: Funny crashes
HANGOVER: Fuzzy horizon
TOPDOWN: View like in *Grand Theft Auto*
SKATES: Turbo mode
SKINNY: Wheels only mode

All from Andrew Harney, Bolton

ROLLCAGE (PSX)

Flip Flop Codings
For all circuits type the following in at the password screen:
Easy: E, E, F, N, I, E, B, A
Hard: E, E, F, P, H, M, B, C. Select 'Hard' on the difficulty settings.
Expert: H, E, M, P, C, M, D, D. Select 'Expert' at the difficulty setting screen.
Philip Kelly, Largs

WWF ATTITUDE (GBC)

Spandex Passwords

Stone Cold
1. CBFPCQJC
2. BCDNBRKB
3. FDCMFSGF
4. DFBCDTHD
5. RQTKRBNR
6. QRSJQCPQ
7. TSRHTDLT
8. STQGSFMS
9. MLPFMGSM
10. LMNDLHTL
11. PNMCPJQP
12. NPLBNKAN
13. HQKLTHLD
14. GRJSGMFG
15. KSHRKNBK

Kane
2. JBKBGRGG
3. GDHDKSKK
4. FHDHCLCC
5. DGFGBMGG
6. CKBKFNFF
7. BJCJDPDD
8. TMSMRGRR
9. SLTLQHQQ
10. RPQPTJTT
11. QNRNSKSS
12. PRNRMBMM
13. NQPQLCLL
14. MTLTPDPP
15. LSMSNFNN
16. KMJCHQHH
17. JLKBGRGG
18. HPGFKSKK

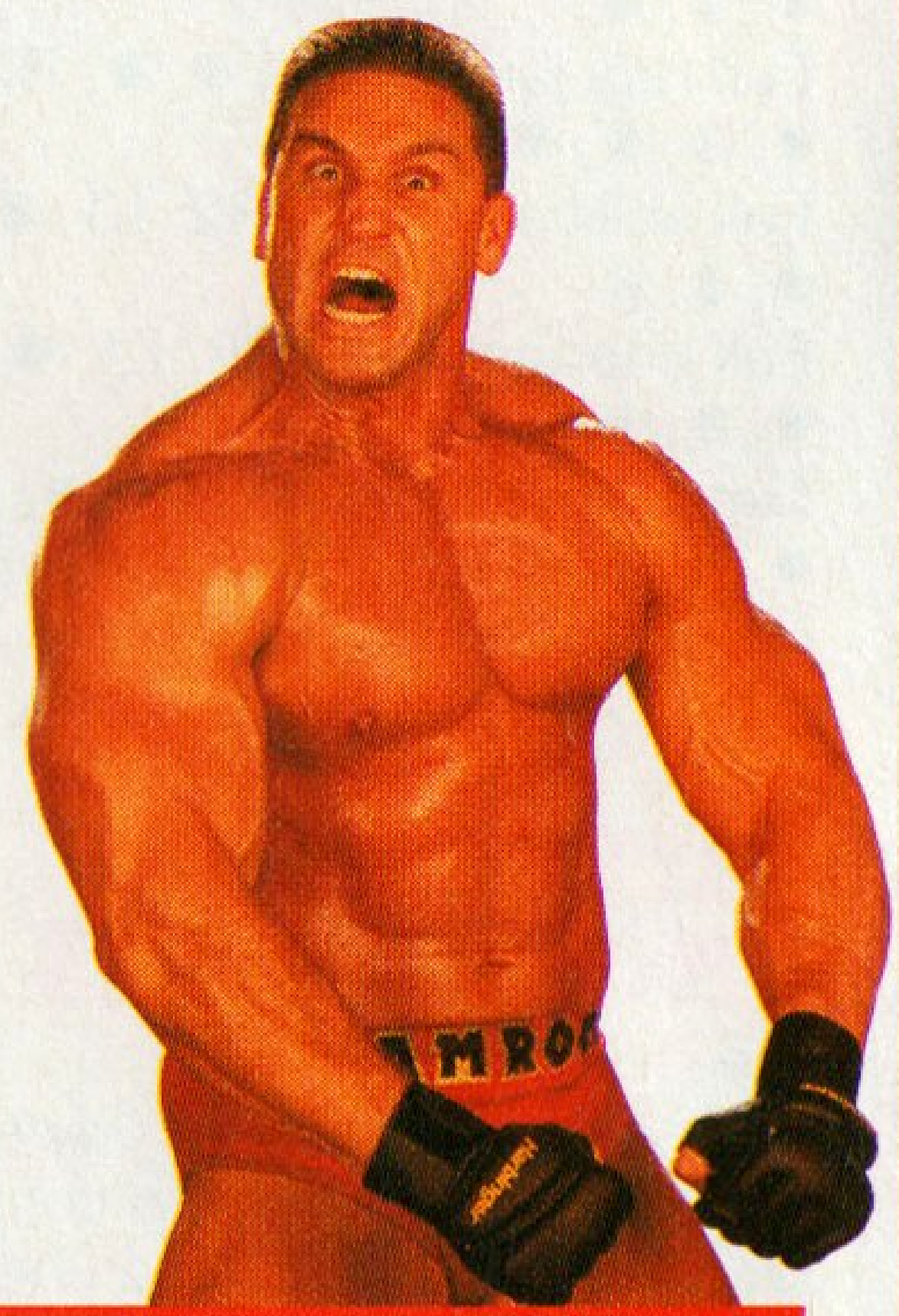
The Rock
1. GHKRCSCG
2. KJGSDRDK
3. JKHPFRFJ
4. CBDQGNGC
5. BCFRHPHB
6. FDBSJLJF
7. DFCTKMKD
8. RQSBLJLR
9. QRCTMKMQ
10. TSQDNGNT
11. STRFPHPS
12. MLNGQDQM
13. LMPGRFRL
14. PHLJSBSP
15. NPMKTCTN
16. HQJLBSBH
17. GRKMCTCG
18. KSGNQDQK

The Undertaker
1. SGKTCRHG
2. RKGQDSJK
3. QJHRFTKJ
4. PCDNGLBC
5. NBFPHMCB
6. MFBLJNDF
7. LDCMKPFD
8. KRSJLGQR
9. JQTKMHRQ
10. HTQGNJST
11. GSRHPKTS
12. FMNDQBLM
13. DLPFRCML
14. CPLBSDNP
15. BNMCTFPN
16. TRJSBQGH
17. SQKTCRHG
18. RGTQDSJK

Edge
1. SHTPLMJG
2. BJQLPNHK
3. QKRMNPGJ
4. PBNSRQEC
5. NCPTQRDB
6. MDLQTSCF
7. LFMRSTDD
8. KQJDCBTR
9. JRKFBCSQ
10. HSJBFDRT
11. GTHCDFQS
12. FLDJHGPM
13. DMFKGHNL
14. CNBGKJMP
15. BPCHKJLM
16. TQSNMLKH
17. SRTPLMJG
18. RSQLPNH

Sable
2. QCGMAKHG
3. TDKNSGJK
4. SFJPTHKJ
5. MGCQLDBC
6. NKDTPCFD
7. HLRBGSQP
8. GMQCHTRQ
9. JPSFKRTS
10. BRLHCPML
11. FSPJDLNP
12. DTNKFMPN
13. RLHLQJGH

Michael Boyd, Cramlington



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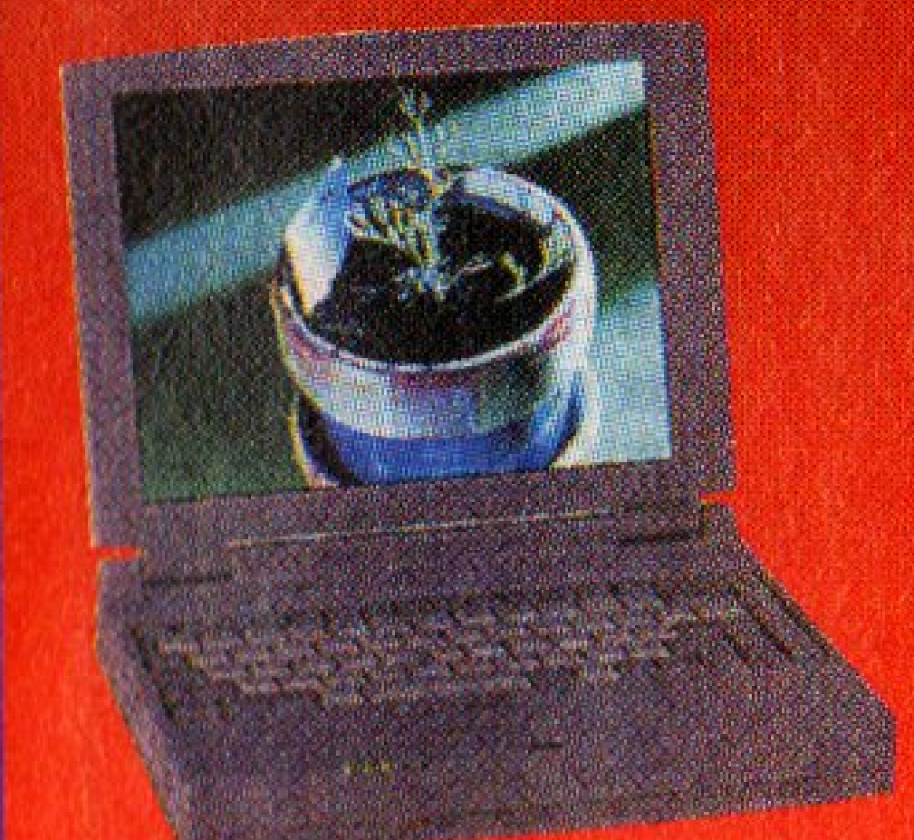

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win PlayStation Games!
09069 107893 Instant Win!

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09069 107891 Instant Win!

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Prizeline 08700 101576

Bovver Bruvvers!

Answer questions then arrest SIX Bruvvers to win a prize from the list.
09061 405073 Instant Win!
Prizeline 08700 101575

ALIEN WPEOUT!

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09061 405079 Instant Win!
Prizeline 08700 101574

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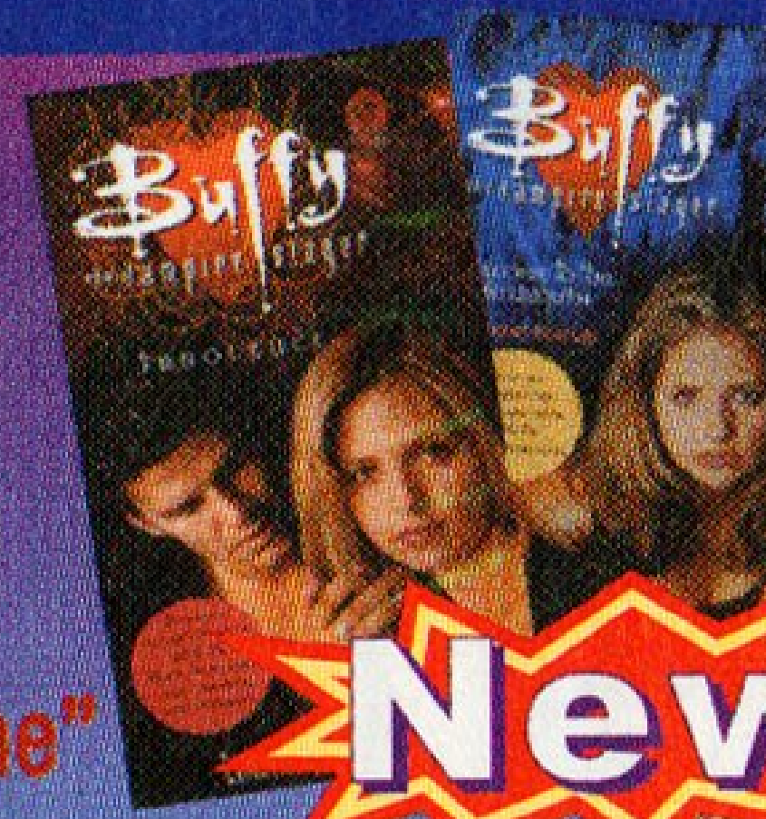

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09069 107887

New

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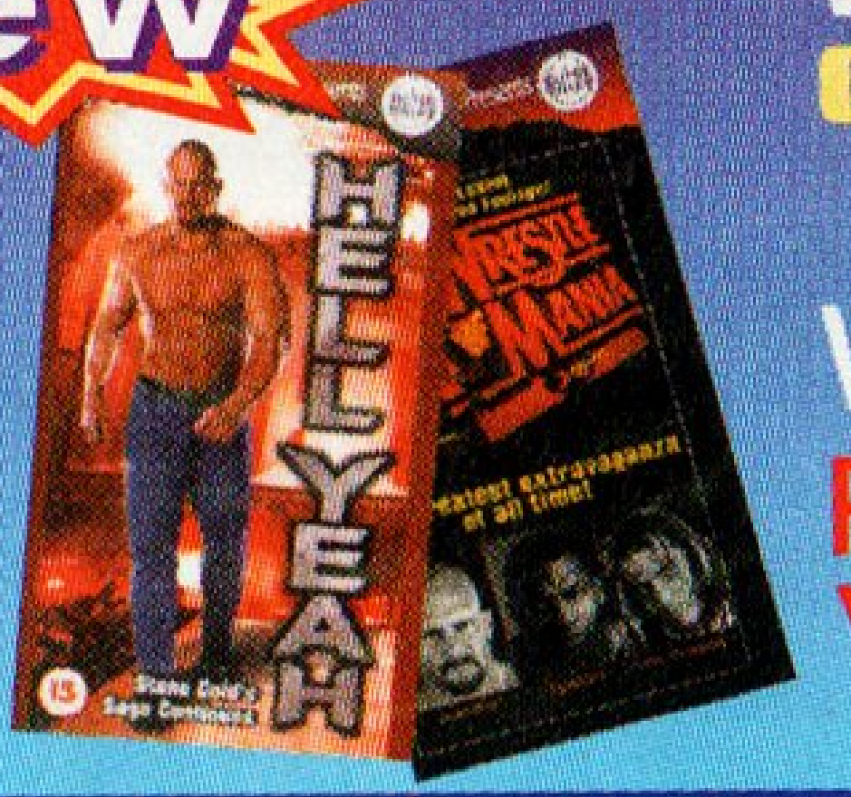
Videos	**09069 107885**



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- * Use SEARCH MODE to find the game you want.
  - Press 2 to select the game that you want.
  - Press 1 to go back through the list
  - Press 3 to skip forward.
- * After choosing your game, you then enter PLAY MODE.
  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press * at any time for Help.

BACK 1	SELECT 2	FORWARD 3	< SEARCH MODE
4	5	6	
7	8	9	
* HELP	0 ABORT	# REPLAY	< PLAY MODE

THE CHEAT MACHINE

09063 608001

Calls cost 60p per minute.

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1999 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary.Accuracy of information is not guaranteed.

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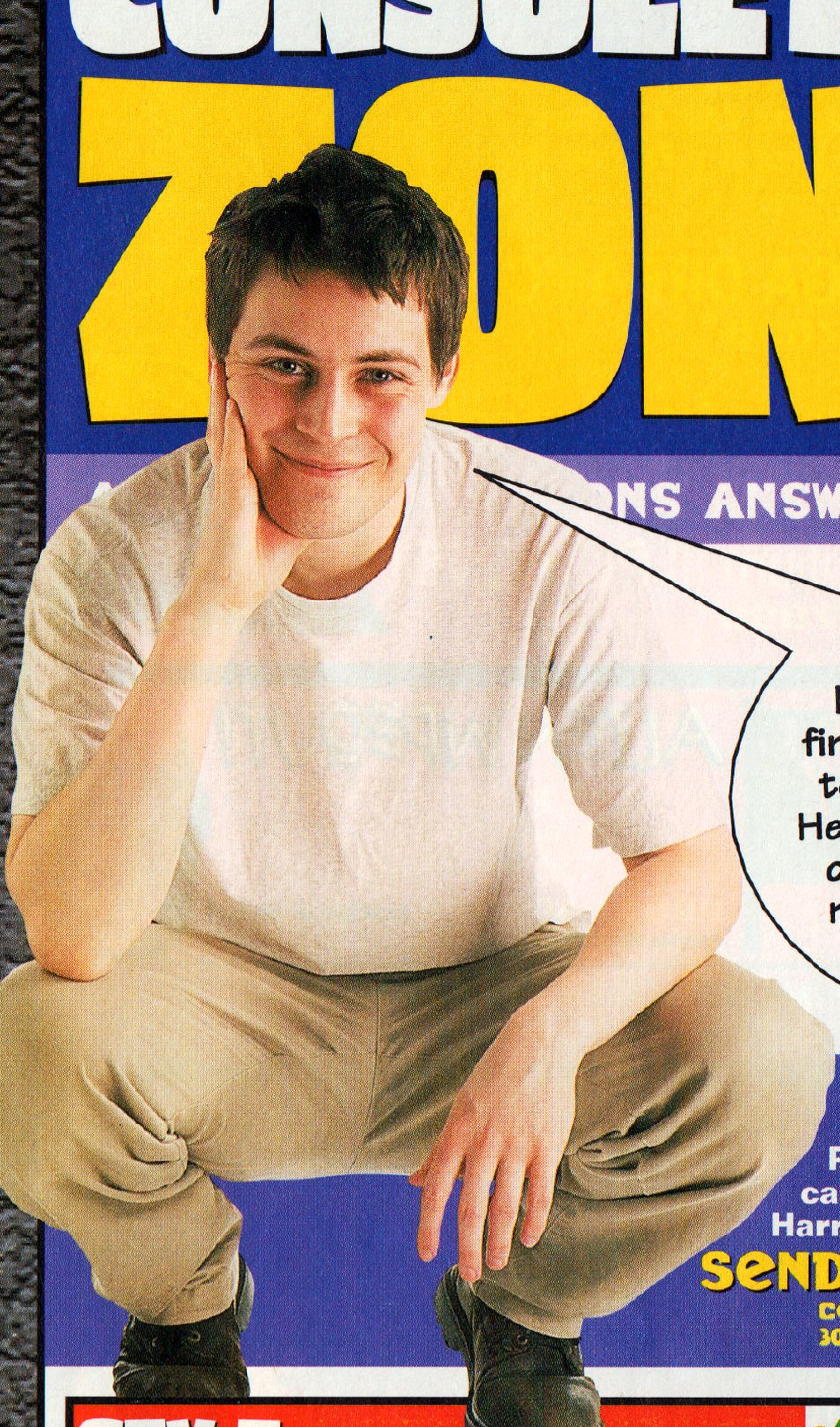
CONSOLETATION ZONE!

A ONS ANSWERED BIGSTYLE!



Feel like you've been abducted by aliens and had your fingers swapped with your toes? Well, fear no more. Here at GM's rehabilitation centre we have all that's needed to integrate you back into gaming society.

Struggling with a game? Looking for some cheats? Plain hopeless and cack-handed? Let feisty Dave Harrison help you out!

SEND QUESTIONS TO:

CONSOLETATION ZONE, GAMESMASTER,
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SEGA RALLY 2

Dreamcast.

Dear Dave,
I've heard the Japanese version of *Sega Rally 2* has some trouble with the frame rate popping up and down making it look a bit dodgy. So, first could you tell me what you reckon to the Jap machine and, secondly, could you give me the codes so I can sort this little problem out?
Bobby Sanders,
Wokingham

Well, about getting a Japanese machine, it is true that there are very cheap to buy now but we're not too sure here at GM. The big argument before was that import games are faster and full screen but Sega have spent a lot of time persuading the softies to run both a PAL and NTSC versions of the game on the same disc. This way you could choose what you want to use. But if you want Jap games as soon as they come out, then this doesn't really help. Anyway, here are some codes which should help for *Sega Rally* (these tips are for the import version but should also work on the English game). To drop the frame rate down to a steady 30 frames per second mode press Up, A, Down, Down, Left, Right, B, B, UP at the title screen. For all the cars press Up, Down, Up, B, A, Left, B, B, Down on the digital control pad again at the title screen. For all the tracks use the D-pad to press Up, Left, Down, Right, B, A, B, Right, Down on the main screen and you'll be rewarded with every track in the game. Bonus!

TOTAL TIME
2'34"688
LAP TIME
0'03"383
52
POSITION
10th/16
148km/h
COROLLA WRC
DRIVER

GEX 3

Dear Dave
A friend of mine told me you had a great collection of cheat codes for Gex but he couldn't find the magazine with the tips. So I wondered if you could let me have them again as I'm finding this game far too tricky for my own patience. If you could help me with this I'd really appreciate it.
Dave Bridges,
Skegness

Well, since I'm a nice guy (or so my mum tells me) I've dug up some old tips to help you with this rather tricky effort. So, if you want 127 lives (should keep you going) and all the remotes in the game, go to the code screen and enter the following: NJ4N→P2S274N→P2S28. The screen will say you only have 27 lives but that's just because there isn't enough room for three digits. To make things even easier here are the passwords for the four gates so you can positively whizz through the game in no time at all.

First Gate DPXMDGVXCVLCG5WFL
Second Gate C2G57FLRDQJV7FBTCN
Third Gate FFY→SJB5D5HCVJL8DV
Fourth Gate GFT→M9BH56FBLMF2B

CHAMPIONSHIP MANAGER 3

PC

Dear Dave
I spend my Saturdays watching Swindon play so as can imagine I'm a big fan of this game as it's the only chance I've got of seeing my mighty team winning the Premiership. The trouble is I can't seem to make it to the top of the league. Do you know any tips to help me out?
Simon Everett,
Cheltenham.

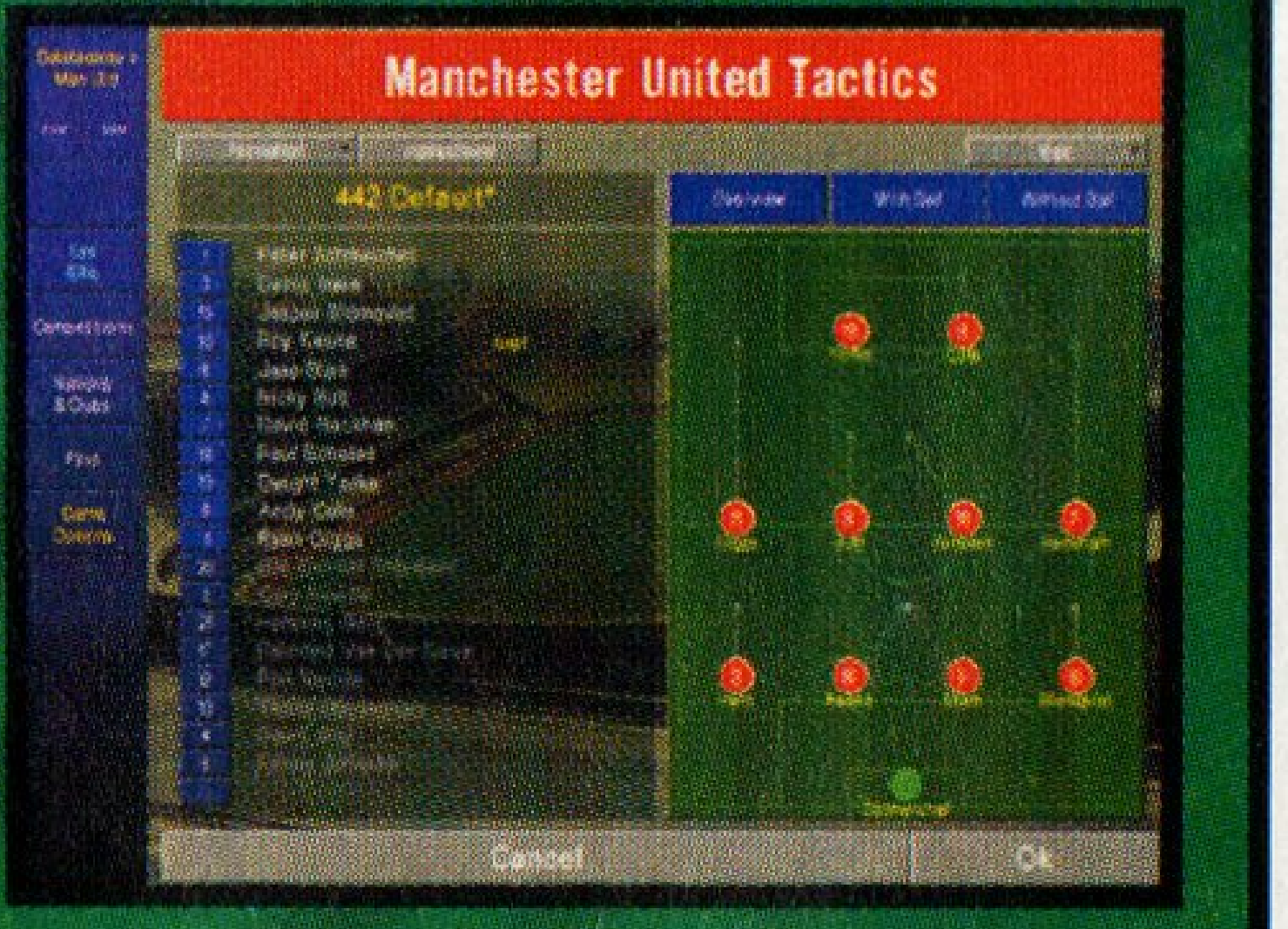
I'm not surprised you're having trouble with getting Swindon up there, they're not the strongest team in the league (they're not the even the strongest team in the Second division) so here are a few tips I find very useful. First, if you fancy an easy win, sign up as manager of the team you're about to face then put out the weakest side you can and sit them all in attack. Don't try this trick too often (just save it for important games such as cup runs). Fancy some free players? Then play as your normal team and set up a second manager for another team in your league. Now choose a player to buy then approach the club to buy the player and offer £0. Then, change to the other manager and offer to buy the player at the player's price and submit. After this, click on the change transfer bid. You'll now see a box with an arrow in it on the top left hand corner. Click on it and click your team where you'll see their offer. Accept it and you'll have the free player so long as you can match their contract demands. Finally, withdraw your offer from the second team and you'll get the player for nothing. Oh, and finally enter your manager's name as Jimmy Rules and you'll get enough money to buy all the players you could need. I recommend Shevchencko, Rivaldo and Shearer for a quick exit out of the lower leagues.

Manchester United Tactics

Team Instructions

Passing	Normal	Short	Direct	Long
Tackling	Normal	Easy	Hard	
Pressing	No	Yes		
Offside Trap	No	Yes		
Counter Attack	No	Yes		
Men Behind Ball	No	Yes		
Free Kicks (L)	Ryan Giggs	or D.Beckham		
Free Kicks (R)	David Beckham	or R.Giggs		
Corners (L)	Ryan Giggs	or D.Beckham		
Corners (R)	David Beckham	or R.Giggs		
Penalties	Dwight Yorke	or A.Cole		

Cancel
Ok
Competitions
Find
Game Options
Cancel
Ok



GTA: LONDON 1969

Dear Dave
After downloading the demo of the new GTA 2, I thought I've give the last version of the game a go. I've played it a bit but it seems a tad dull. Can you give me any codes so I can play past the first levels, get hold of some highclass weaponry and blast some cockernees!
James McClane,
Glasgow

Well, we're not too sure we can condone such outright violence but since we've got some faith in the human spirit left, we're going to offer up the codes and hope you don't get too carried away. To get all these codes to work you have to enter them as your driver's name at the set up screen. And remember crime doesn't pay…

Access All Levels	'travelcard'
All Items	'uaintnuffin'
Colour Change	'psychedelic'.
Debug Mode	'rommel'
Drive By Shooting	'driveby'.
Infinite Lives	'6661970'.
Infinite Lives	'asawindow'
No Cops	'iamfilth'

RIDGE RACER 4

Dear Dave
I've been playing this for ages now and I've still not come across the Pac Man car that I've seen advertised. Could you tell me how I get to it as I'm well stuck. When you have a look for this could you find if there are any other tricks for the game please. Thanks.
Michael Taylor,
West Bromich.

Well, the Pac Man car. While this is very easy to explain how to get it, the actual getting of it is another matter completely. All you have to do is get every other car in the game onto your memory card. Once you can drive all 320 of them the special car is unveiled. Unfortunately this is the only way you can play the pac car (there isn't even an Xplorer code to help you out). The other things we've uncovered aren't so much tips but little things which are more amusing than anything. To have a bird show you the way round 'Heaven and Hell' press ◀, ▶, ▶, ▶ very quickly when you've paused the game while the countdown is going. As the clock gets to three a large bird will appear and take the perfect racing line through the course. This only works in the Grand Prix mode so you have to decided if it's worth interfering with a normal game to try it. Finally, to get a quicker start hold L2 and R2 as the countdown gets to zero and you should hurtle off much quicker than the other cars around you.

DIE HARD TRILOGY

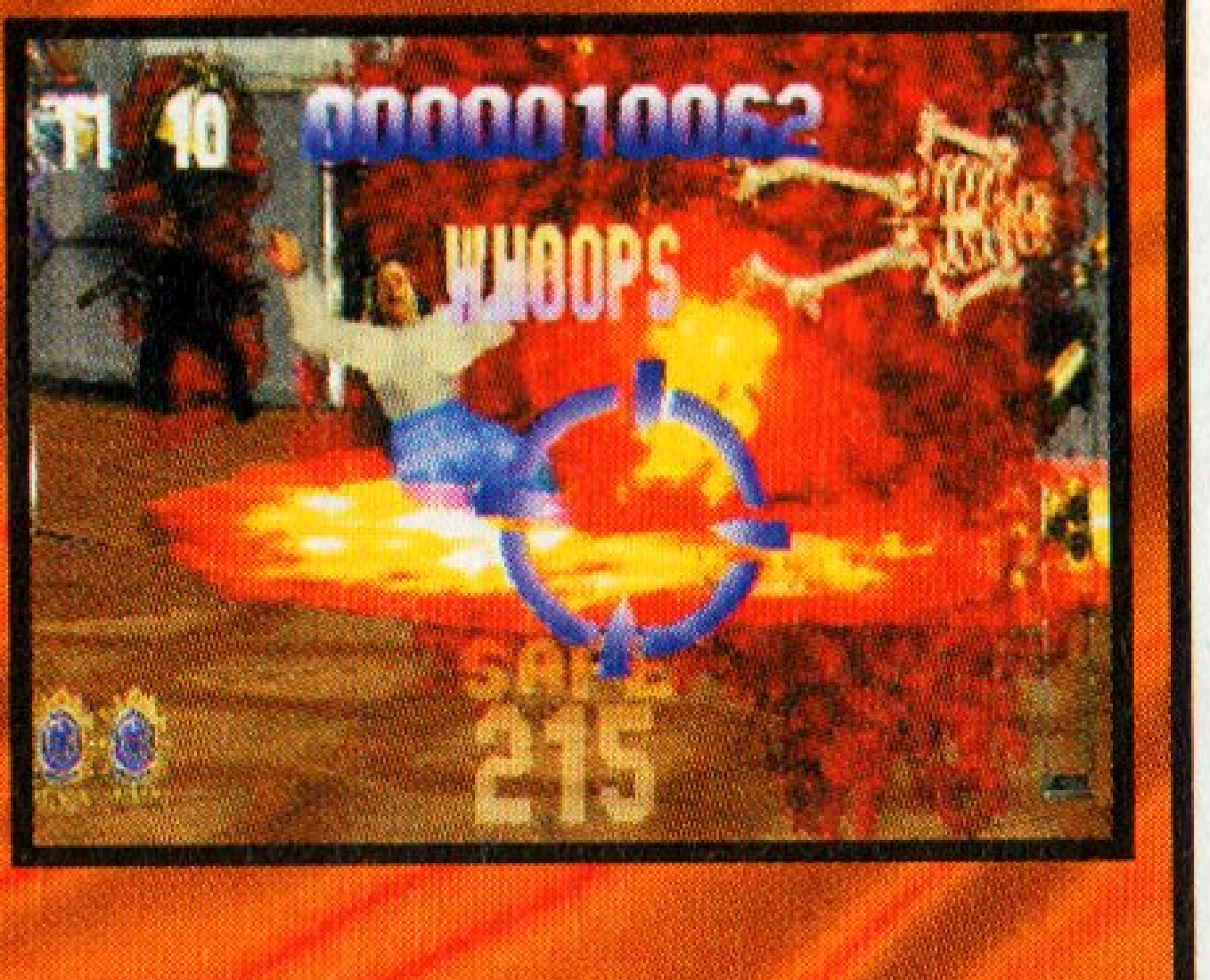
Dear Dave
My dad has bought the Bruce Willis Die Hard films recently and I've been watching them during a few days off sick. A bit later I was flicking through your mag and I saw someone writing in about the *Die Hard Trilogy* game for the PlayStation. Could you give me a few details about it?
Bill Martin, Uxbridge.

Okay, well the game is spilt into three parts with three very different genres used to give the game as much variety as possible. The first film is represented by a Tomb Raider-style game (just with bigger guns) and the third one is a *Carmageddon* meets *Driver* combo. But it's the second section which makes the game so worth the money as this was the first, and still one of the best, lightgun shooting games. This is a great game and it sounds like you'll love it. It's cheap too at £19.99. Anyway, if you get it (go on) here are some cheats which should help you out. To enter them in all three sections start a game, pause it then highlight the quit option. Now hold down R2 while you enter the following codes.

Die Hard

To get all of these cheat codes for *Die Hard 1* to work pause the game and hold down R2 while entering the desired code.

God Mode	▶, ▲, ▼, □
50 Grenades	▶, □, ▼, ○
Fat Mode	▶, □, □, □
Villains Float Upwards When Shot	▼, □, △, ▼
Swap Forward and Backward	▶, □, △, ▶
Co-ordinates	◀, ○, ▼, □
Plants Scream	○, ○, □, □, ▶
Skeleton Mode	△, △, △, △, △, △, △, △, △, △, ▶, ▶, ▶, ▶
Silly Mode	▼, ○, ○, ▼, △, ▼
15 Bullets	▼, □, □, ▶
Unlimited Shotgun Ammo	▶, ▲, ▼, ▼, □, ▶



Die Hard 2: Die Harder

Map Editor	▶, ▲, ▼, □
Skeleton Mode	▼, □, △, ▼
Lots of Ammo	▶, □, ◀, ○, △, ▼
Fat Mode	◀, △, ▶, ▼

Die Hard 3: Die Hard with a Vengeance

Fat Mode	◀, △, ▶, ▼
Fergus Mode	○, ▼, ▼, △, ✕, □
Floating Cars	▶, □, ◀, △, ✕, □, ▼
2D Mode	▼, ▲, ◀, ◀, ▼, ▲, ◀, ◀, ▼, ▲, ◀, ◀
Sky Cam Mode	○, ▶, ▼, □, △, ◀
Slow Motion	◀, ▲, ◀, ◀, □, ▼
Very Slow Motion	○, ▼, ▼, □, ▶
Fuzzy Dice in John McClane's Car	▶, ○, ◀, ◀, □, ▼
999 Turbos	○, ○, □, □, ▼, ▼, ✕, ✕
Infinite Lives	◀, ○, ▲, ▼, □, ▶

BLOOD LINES

Dear Dave,
I love my future sports games and am currently ploughing my way through the extremely hard *Blood Lines*. I know some people think it's not much cop, but its a great laugh with a Multitap. Anyway, do you know of any short cuts so I can play as all the characters?
Alastair Bale,
London

Ali, you're right about it not being that great, especially when you compared it to something like the old *Speedball 2*. At least the four-player option is a saving grace. Right, you want extra characters. Here's a bunch of them, plus a few little extras as well. (Note type all of these codes into the password screen.)

To play as Daria enter DOMINATION
To play as J.O.E enter JUJOFEVRY1
To play as Angor enter CLAWFIST
To view art gallery enter LEONARDO
To hear sounds enter TONGUEBATH
To play on expert mode enter SKUPASTYLE

CLASSIC CONSOLETATION ZONE

Warhammer

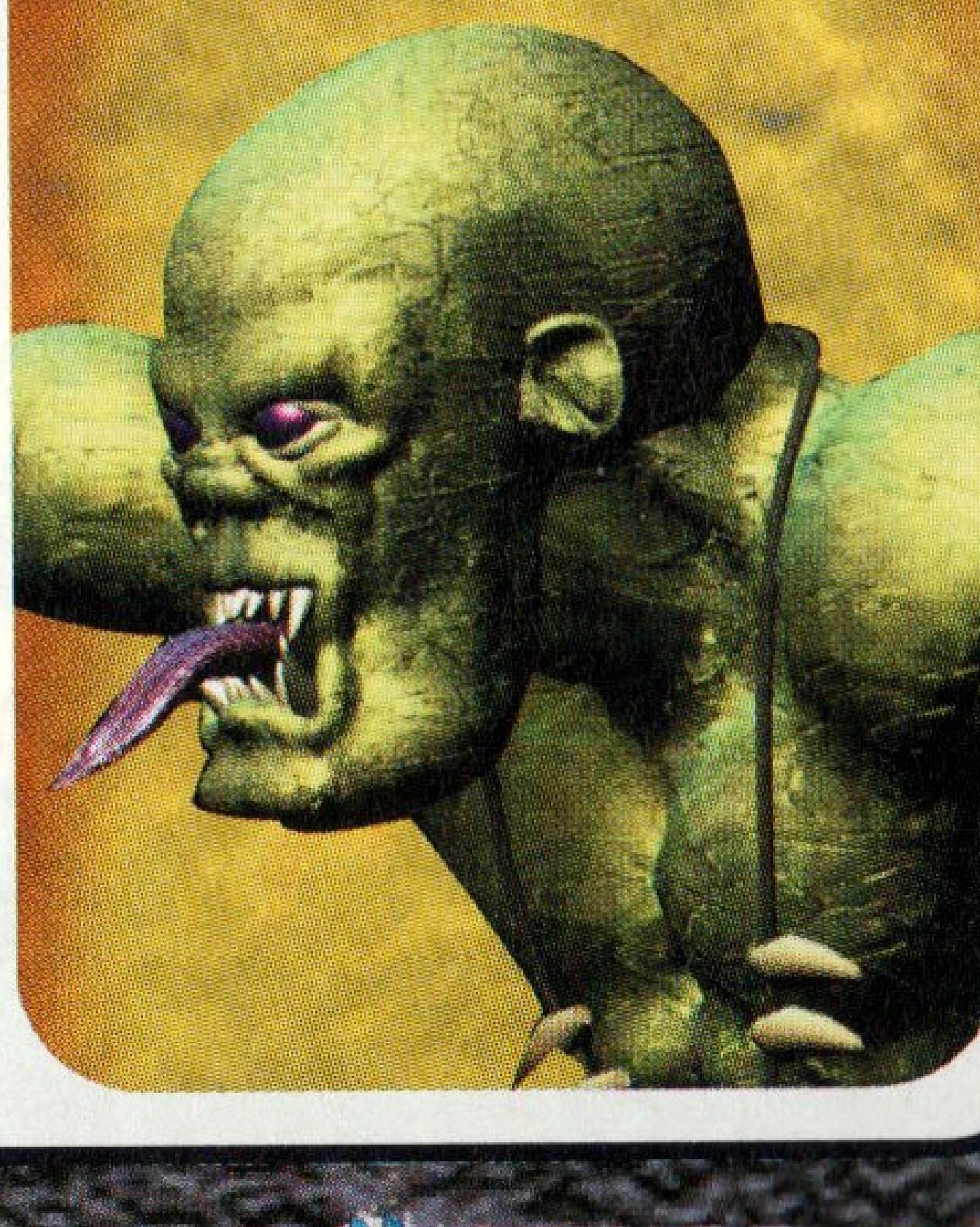
Dear Dave
I recently bought a PlayStation from a friend who needed the money to get a Dreamcast and have been happily playing on all of his games. Out of the 10 that I bought I'm having the most trouble with the *Warhammer* games. Could you tell me if there are any cheat codes that will help me?
Ray Mitchell, Sheffield.

People selling PlayStations? How strange? Anyway, you'll be pleased to here there are a plethora of codes available so here's the one for the *Horned Rat*. To give your army all the Regiments go to the bottom book on the lower left of the caravan screen and hold Select. As you're holding it down press R1, L1, L2, R2 and you'll be supplied with all the men you could wish for.

For *Dark Omen* there are a lot more cheats. The first few should be entered at the Deployment screen. Press the combo then opt for Resume.

Battle Skip:
Select, R1, R1, L2, L2, R1, R2
Extra Money:
Select, R1, L1, R1, L2, R1, R2
Fast Reload:
Select, R2, R1, R2, R1, L2, R1
Instant Death:
Select, R1, L1, R2, R2, R1, R1
Small Heads:
Select, L2, L2, L2, L2, R1, R2
Chapter Select:
R2, R1, L2, R2, R1, R2
See Credits:
◀, ▶, □, ▶, R1, R2

FMV Sequences
The Black Grail:
◀, L1, ○, L2, △, R2
Carnstein and Jewel:
R1, △, R2, R2, □, R1
The Hand of Nagash:
R2, ◀, R2, ▲, ▼, ◀
Liber Mortis:
○, △, □, ▶, R1, R2
Victory:
L2, ▶, □, ▶, R1, R2.
Long March:
R1, L2, △, □, ◀, R2



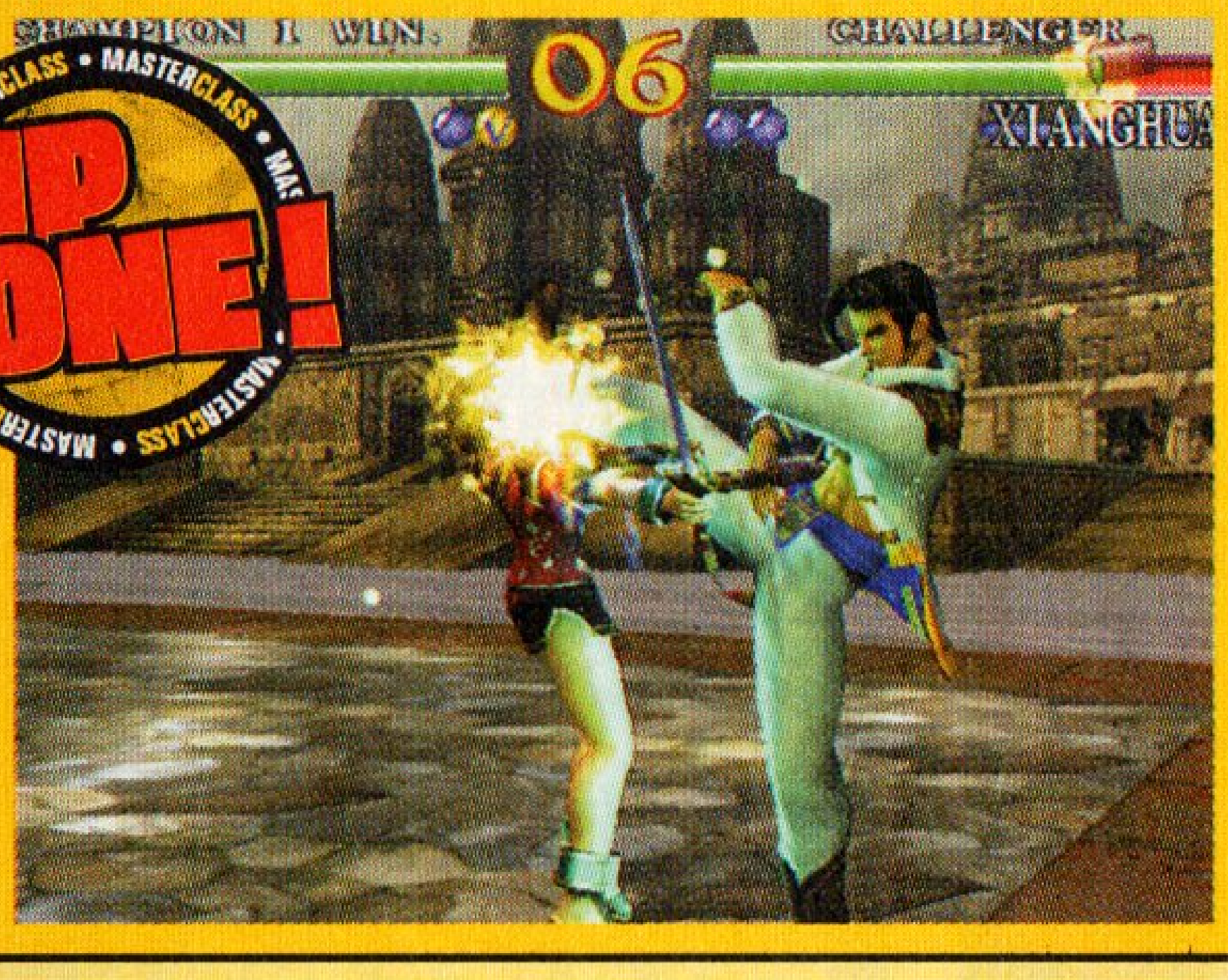
MASTERCLASS

STEP-BY-STEP TECHNIQUES FOR THE ADVANCED PLAYER...

SOUL CALIBUR

Dreamcast

With Namco in control, it should have been a doddle mastering this latest slash-em-up. Well that was the plan anyway until, we realised that this is one hell of a tough game. Here at GM we've discovered three of the most effective tactics.

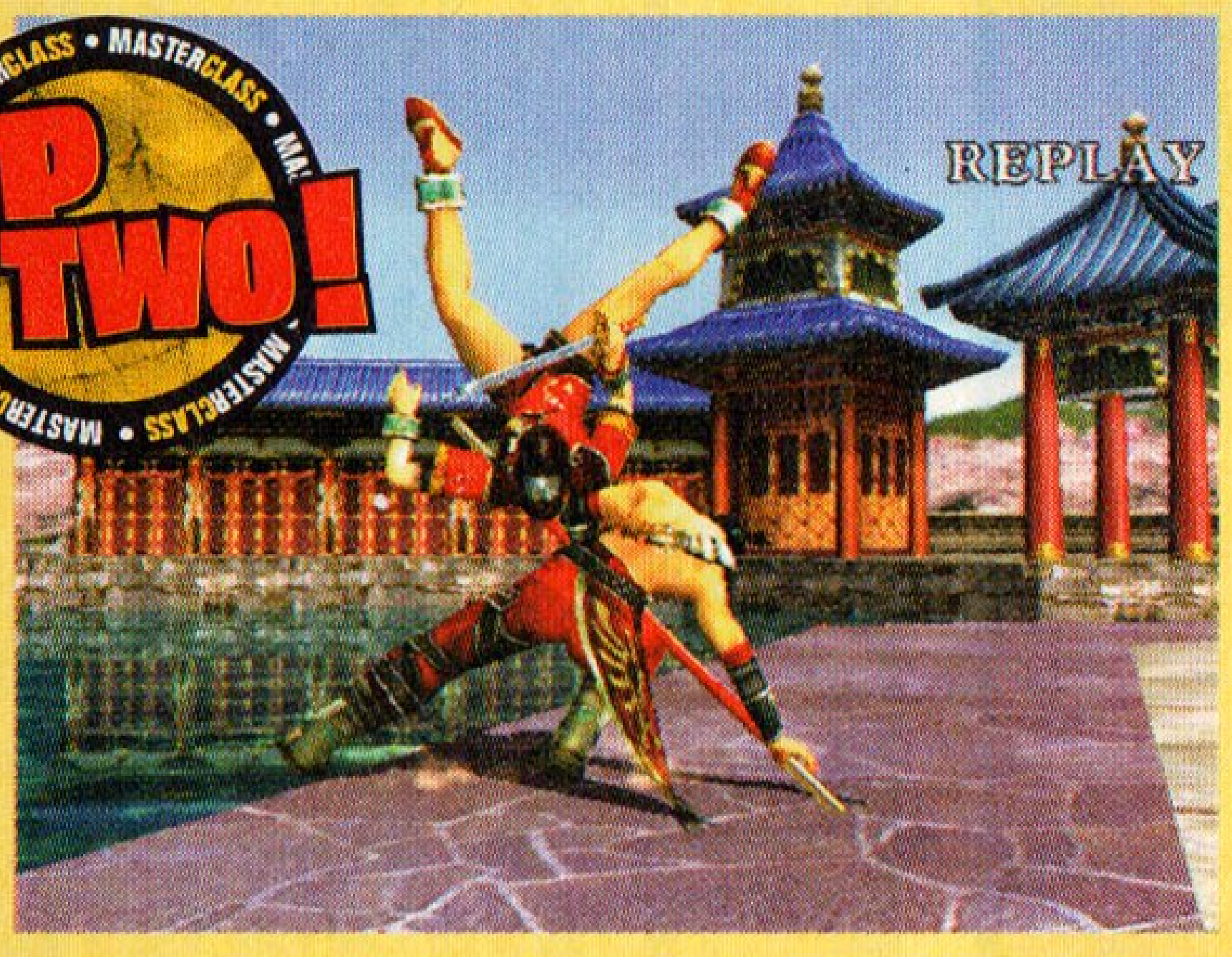


TIP ONE!

THE SIDE STEP

This is one of the most simple techniques but still the most useful at the same time. As the opponent dives towards you with their weapon out, wait until the very last minute then press up or down twice very quickly. This will send your fighter sidestepping away from the attack and will leave your opponent open to a counter blow on his undefended side.

DIFFICULTY RATING ★★○○○ **Time it right or you'll get slashed up.**

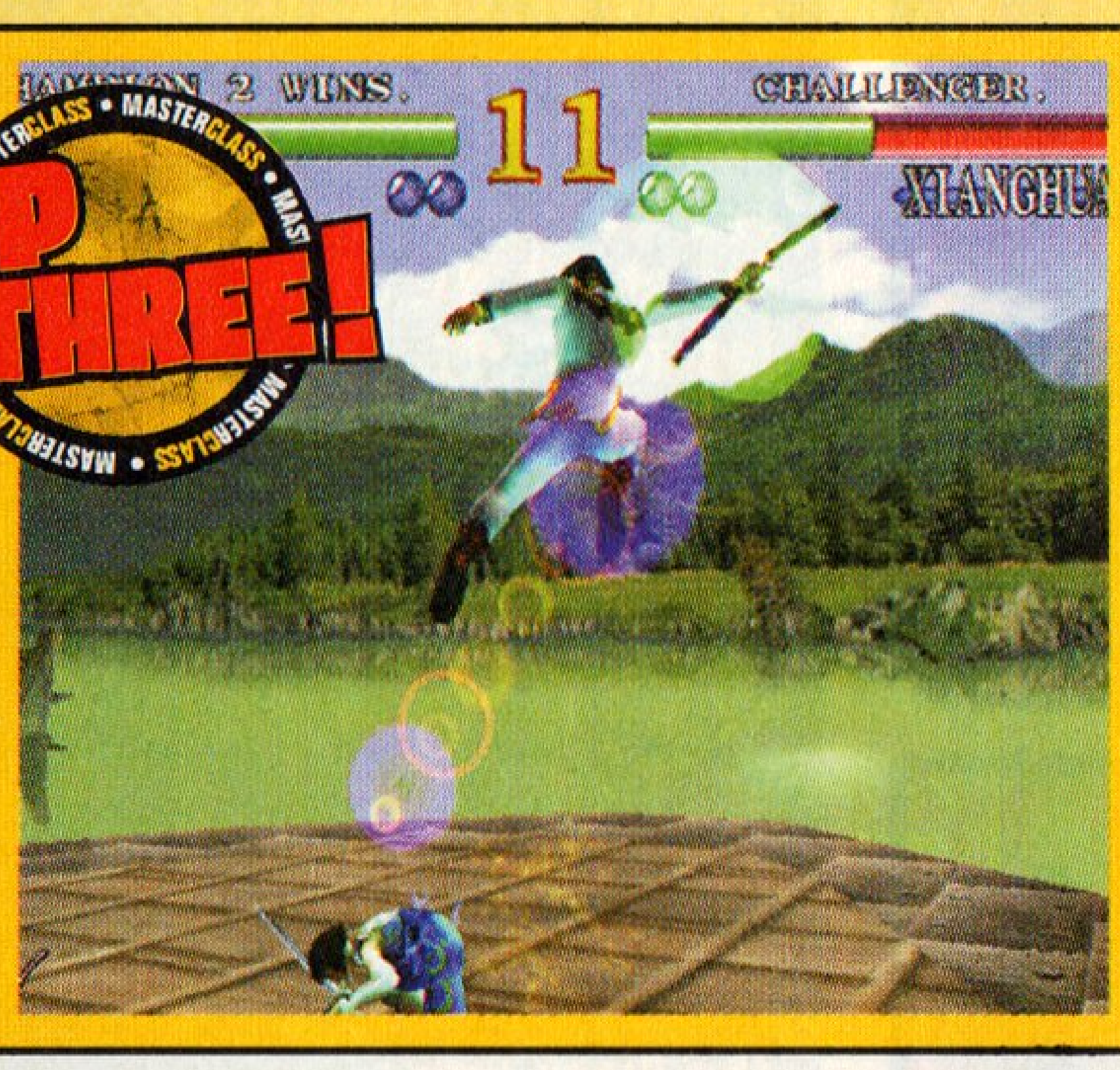


TIP TWO!

OVER THE EDGE

Here's another very simple trick. Stand on the edge of the arena then, as the enemy dives towards you, do a sidestep then sweep around and really lay into their back with your finest volley. Get it right and you'll knock them over the edge, winning the round. This technique has been made a bit harder since *Soul Blade* but it still works more often than not.

DIFFICULTY RATING ★★★○○ **Make it a good move or it won't work at all.**



TIP THREE!

UP AND UNDER

Here's a rather handy trick guaranteed to knock down any fighter without cat-like reflexes. Go up close to your opponent then leap into the air. As you come down to Earth go straight for the ground (don't go for an aerial attack). When you get onto the floor duck straight away and start a ground attack. This is a very unusual method of attack and one which we found the computer couldn't cope with.

DIFFICULTY RATING ★★★○○ **The computer will 'learn' this one if used too often.**

X-FILES

PlayStation

We got one of our senior monkeys to crack the case and deliver these hints. Remember to follow each tip to the letter or you'll get nowhere fast.

TIP ONE!

GORDON'S HAULING

Have a chat with Astadourian before entering the main building. Then take a shovel next to the filing cabinet in the first office. Examine the pile of papers on the floor and pick up the log book. You'll get a nasty surprise. Now use the shovel on the vent next to the fridge before the whole place blows up. Chat to Astadourian again.

DIFFICULTY RATING ★★○○○ **It makes sense once you've played it.**

TIP TWO!

THE GOLD BAR

At the Gold Bar you'll be greeted by a surly old woman. Flash your badge at her and answer her questions truthfully or she won't let you past. When you meet Scully answer all of her questions truthfully as well and show her the blade X gave you. Now ask her all the questions.

DIFFICULTY RATING ★★★○○ **Honesty really is the best policy here.**

TIP THREE!

TRAPPING MULDER

Find the glass containment chamber and open both doors. You'll find Scully hanging out in the cupboard-sized room at the back. To the left is an open door. Head in and go left, around the generators. Shoot the guard threatening Scully. Pick up the key from the dead body and run. Turn right and head forward one step. Go through the garage. Turn right and head back through the room with containment chamber. Close the door to trap Mulder. Cook has now been taken over by the alien. He'll drag you off to help him with his dastardly plan. You have to be quick. When Scully appears throw her the blade. She'll do the deed and end the game.

DIFFICULTY RATING ★★★★○ **Now w ou tons**

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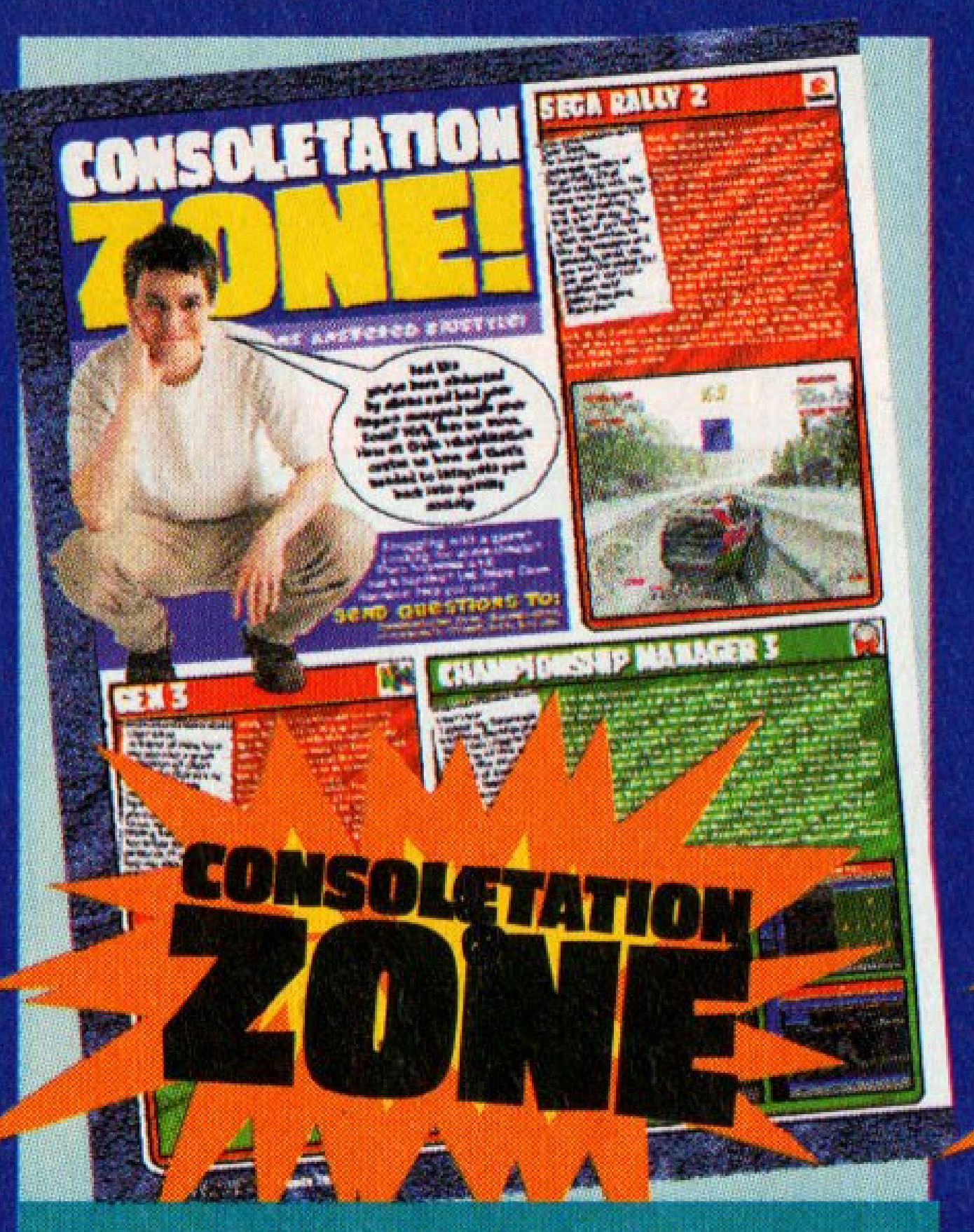

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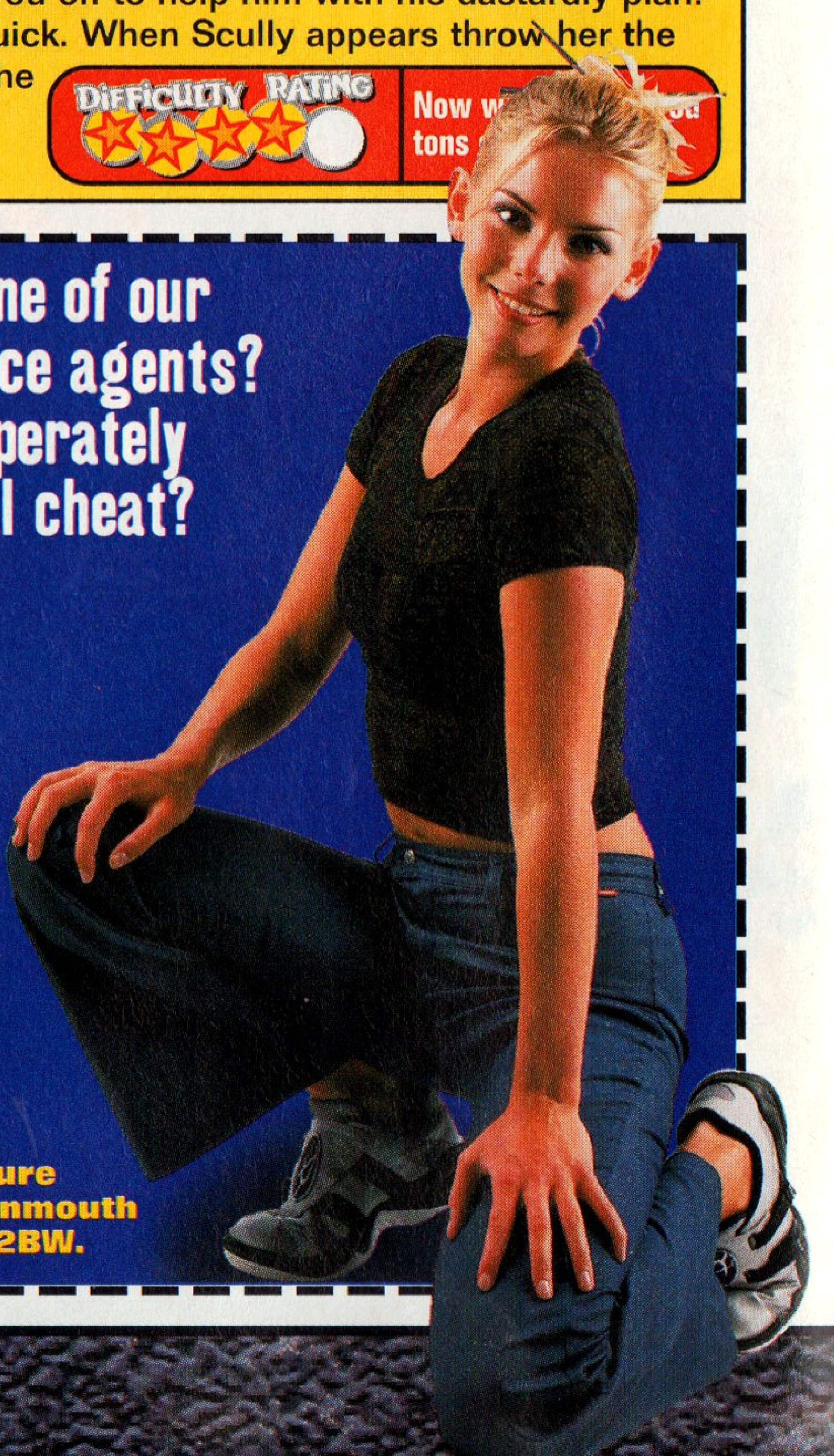

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STRATEGY PLANET

CODE GIRL GETS TO GRIPS WITH THE HARDEST BITS OF...

RESIDENT EVIL 3

Completing *Resident Evil 3* is tricky. Completing the import version when all the text is in Japanese, is tricky disco. So here's our own STARS team member – Code Girl to help you out of a few holes.

Guns and ammo

There are three types of gunpowder that can be collected A, B and surprisingly – C. By combining these powders and then using the reload tool you can make different types of ammo.

Powder	Ammo	Quantity
A	Handgun Bullets	15
B	Shotgun Shells	7
C	Grenade Rounds	10
A+C	Fire Rounds	10
B+C	Acid Rounds	10
C+C	Cold Rounds	10
C+C+C	Magnum Rounds	24

The eighth time you create handgun bullets you will be given the option of making 'special' bullets which are more powerful than your basic round. The same goes for shotgun shells.

Choices

At several points during the game, usually when you are faced by Nemesis, the screen will flash and you will be offered two options.

The Police Station
1 – Stay and fight
2 – Scarper

Restaurant
1 – Go down the ladder
2 – Throw light on the gas

Electric Centre
1 – Escape through door
2 – Flip the switch

Car Park
1 – Climb up
2 – Drop down

Cable Car
1 – Jump out the window
2 – Use the emergency brake

Clocktower
1 – Turn on light
2 – Place cables in the water

Bridge to Chemical Plant
1 – Push Nemesis off bridge
2 – Jump off bridge

Final Fight
1 – Fight
2 – Escape

Apart from just outside the police station when you don't have enough fire power to effectively tackle Nemesis, it pays to be aggressive in this game. Take the opportunity to injure Nemesis in the Restaurant and on the Clocktower as he will drop certain items for you to collect.

The Picture Puzzle

This is found behind the green door in the Clocktower building. The object is to have the all the clocks at 12 o'clock. There are three statues facing the clocks. Collect the Yellow, Brown and Silver stones and take them to the pictures. From the left, the pictures represent Past, Present and Future. The stones have a hour value that changes depending on which picture you put it in:

	Past	Present	Future
Silver	-1	+1	+2
Brown	-2	+2	+4
Yellow	-3	+3	+6

The starting time changes so here's an example. If the starting time in the middle clock is 11o'clock, place the Yellow in the Past to make it 8 o'clock, the Brown in the Present to make it 10 o'clock and finally Silver in the future to make it 12 o'clock, and booya, you're sorted!

The Final Fight

Even though you've mashed Nemesis twice before he still wants a piece of you and by now he's mutated into a wormish mess of flesh and tentacles. The best way to beat him is to use the rail-gun. To activate the system switch it on at the control panel and then push the in batteries in numerical order. If you're quick enough you can do this before getting trapped by Nemesis. Then lead him down the path cleared by the rail gun's first blast so he'll be hit by the full force of the next. This combined with several rocket and grenades should finish him fairly sharpish. As you about to leave he starts to move again and you are given the option to fight him or escape. Unless you are nearly dead it's worth fighting him again. The rocket launcher in the face should do the trick. Happy hunting!

Combining items

You might have all the goodies but if you don't combined them you won't get anywhere. Here's the items you need to combine.

Lighter fluid and lighter
Machine petrol and domestic oil
Key found behind picture and key found in Clocktower music puzzle
Silver and gold cogs
Red and blue vaccine

The Garage

You will need the crank, found in the Arcade save room, to open the shutters but this will snap off. Therefore you need to use the wrench that you found in the Cable Car. The Puzzle inside is random, but the objective is to switch on the red light above the corresponding illuminated green letter. (NB. The only other time you'll need the wrench is to release the hose later in the game.)

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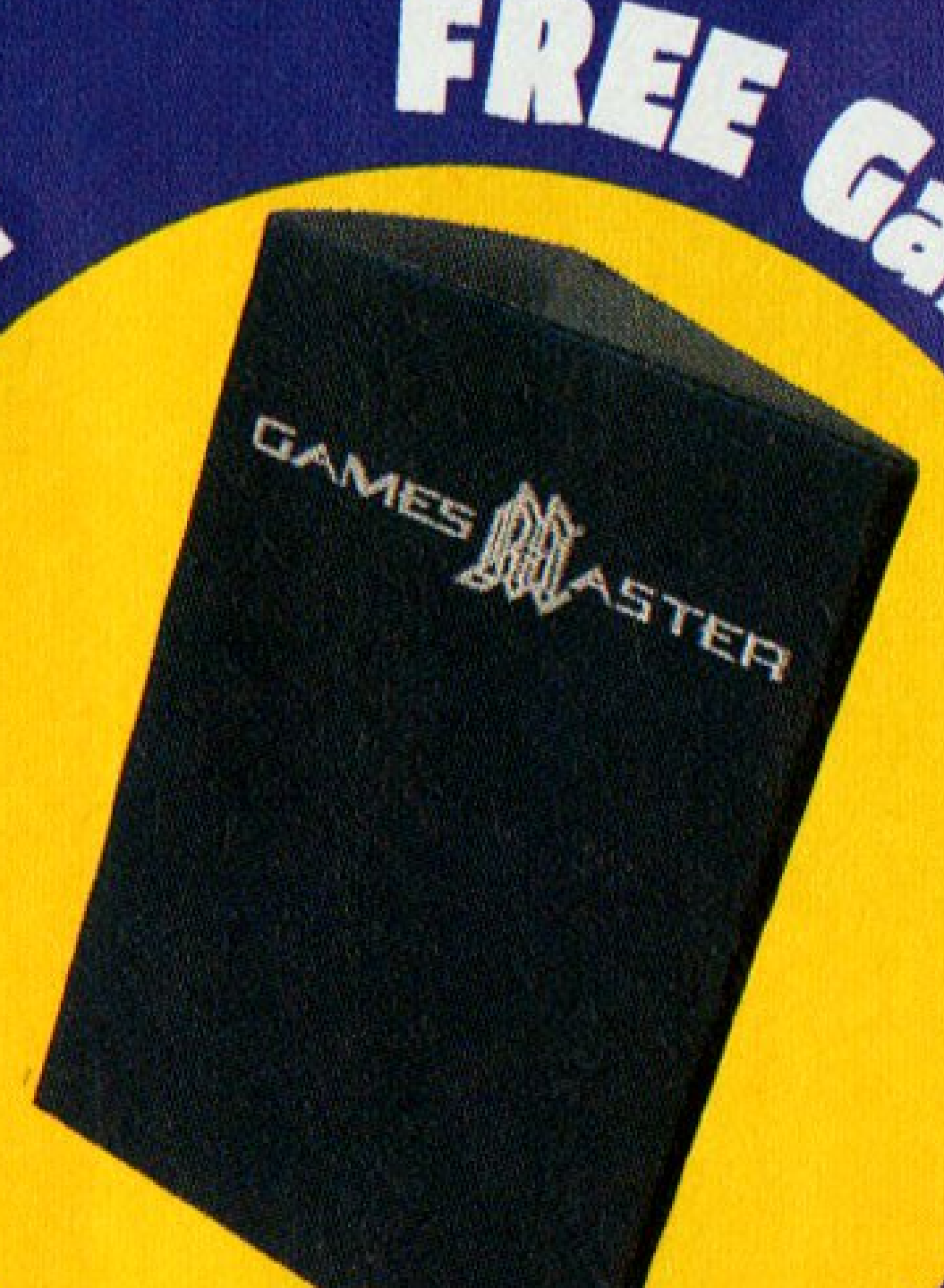
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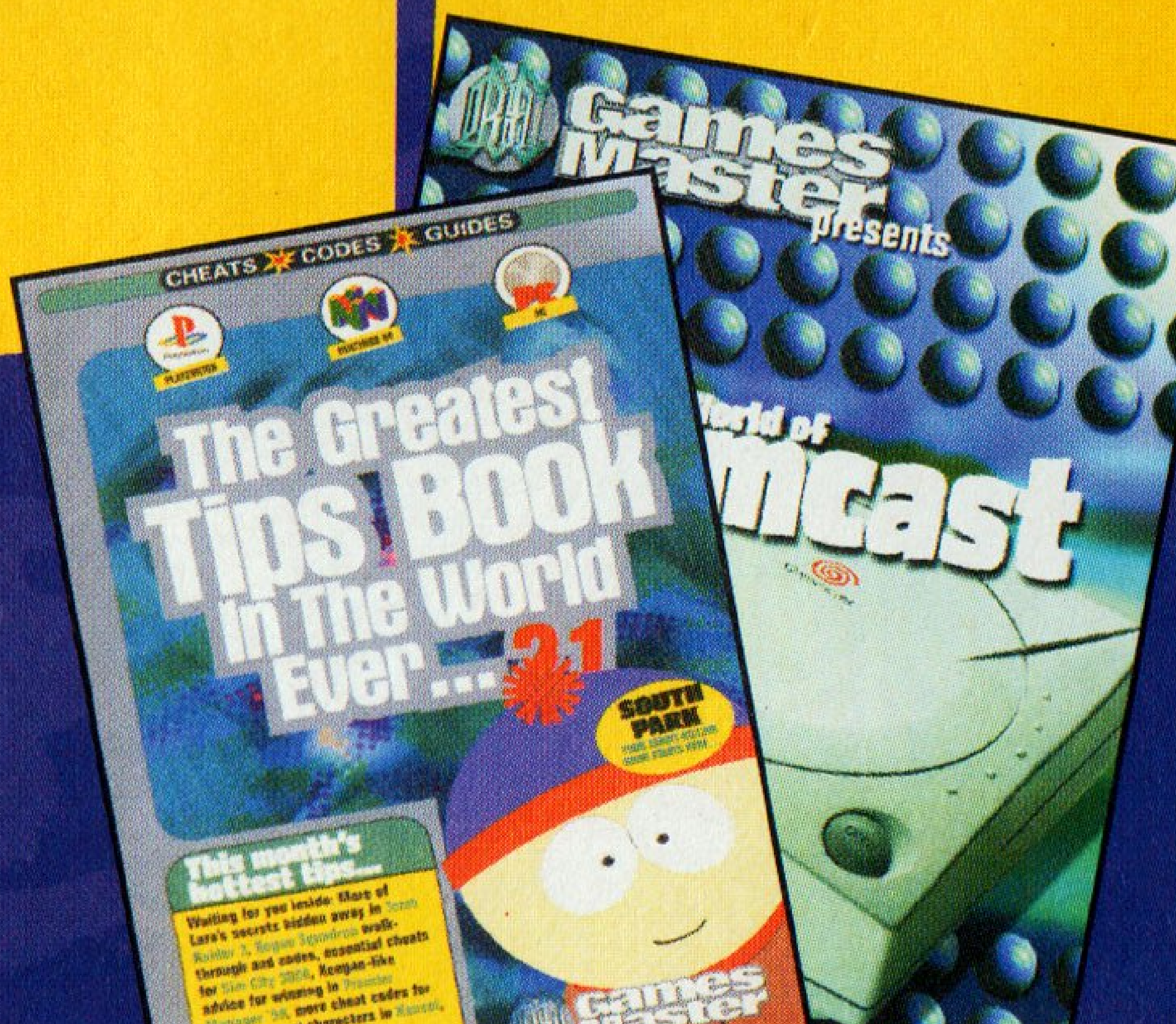
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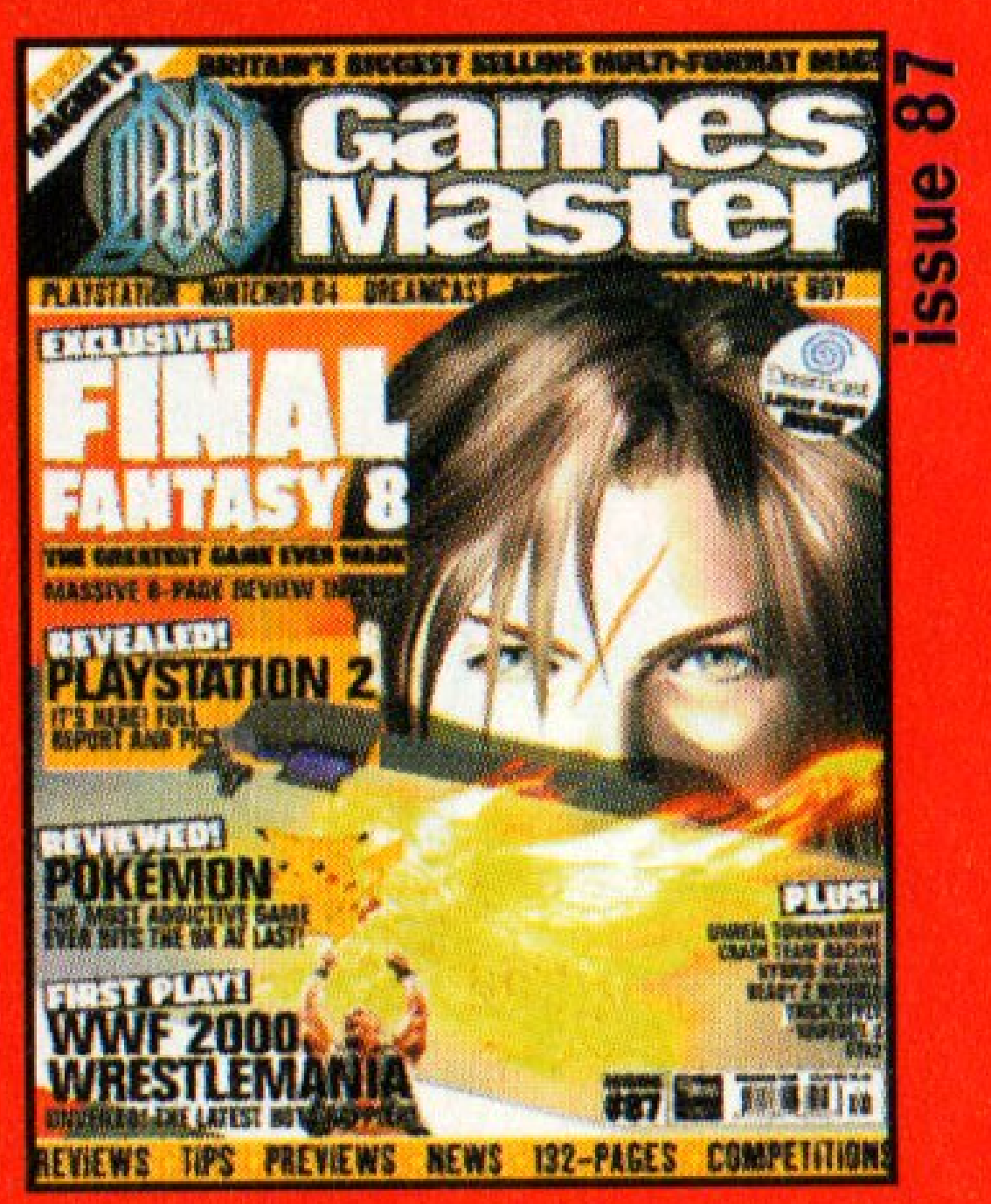

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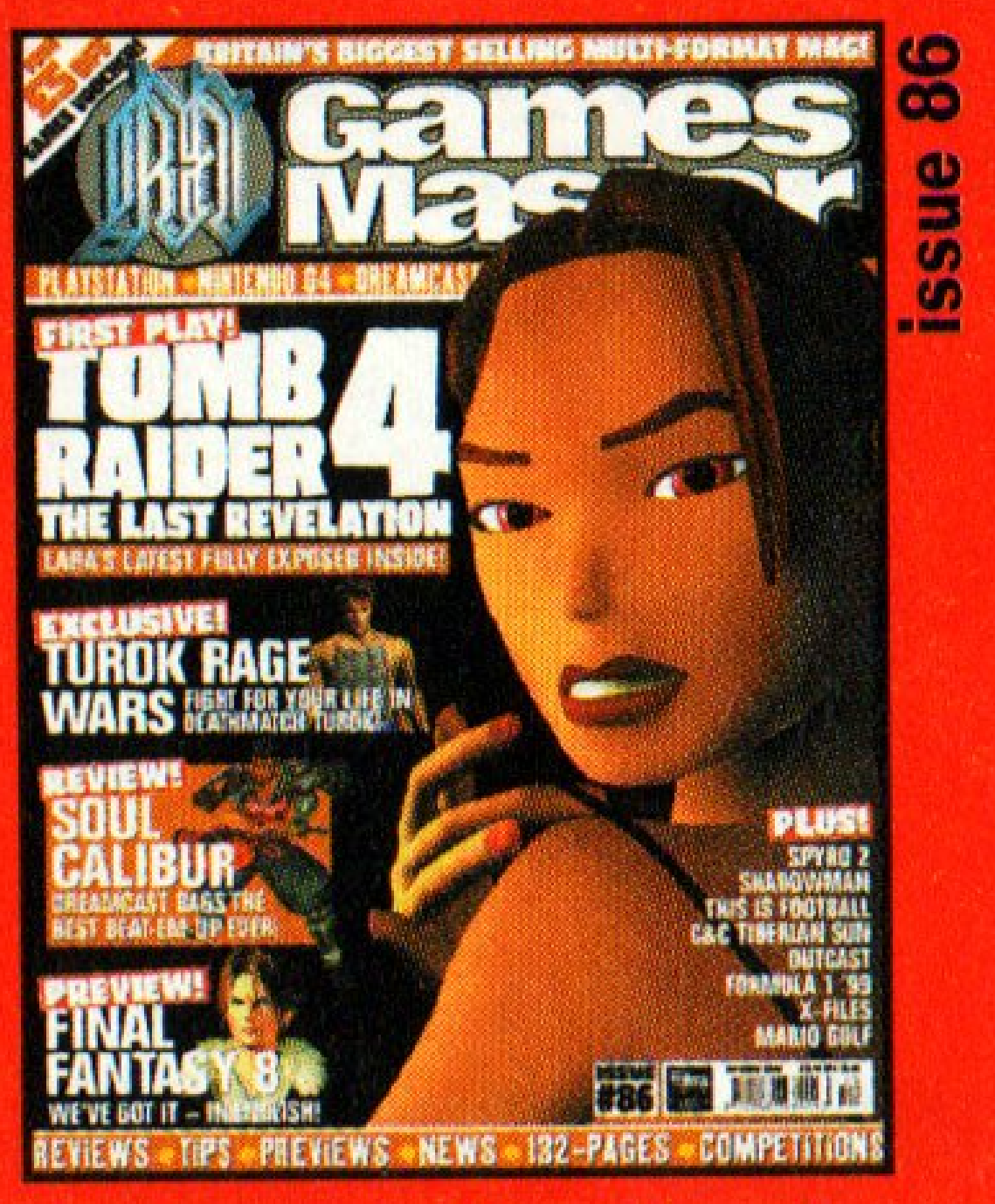
Share the fantasy as FF8 is reviewed in full alongside coverage of Hybrid Heaven, GTA2, and MDK2. Add the free fridge magnets and you've got a corker!



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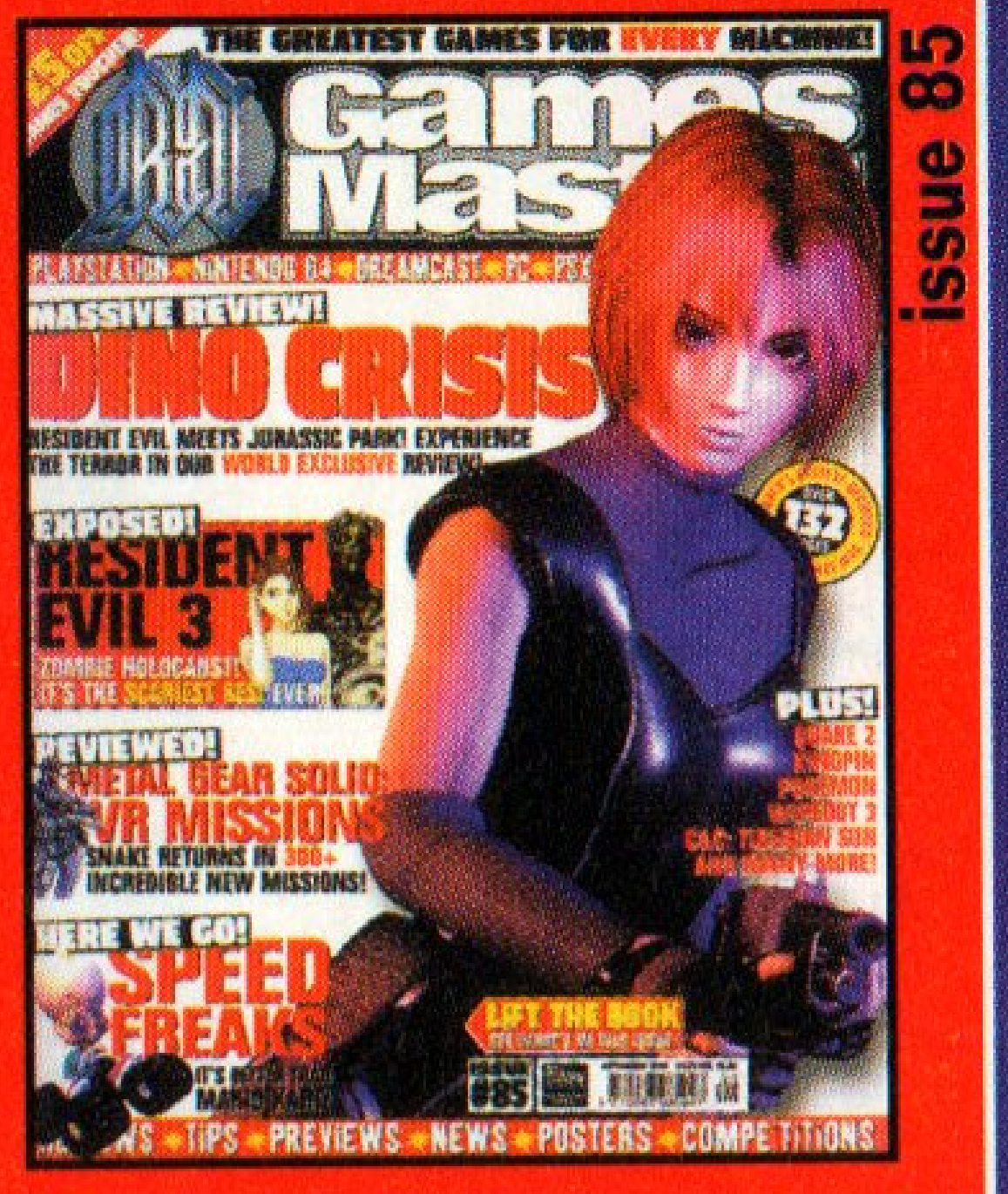
She's back in all her polygon glory, along with Final Fantasy 8, Turok Rage Wars, Shadowman and Soul Calibur, plus a free mag dedicated to the Dreamcast. Awesome!



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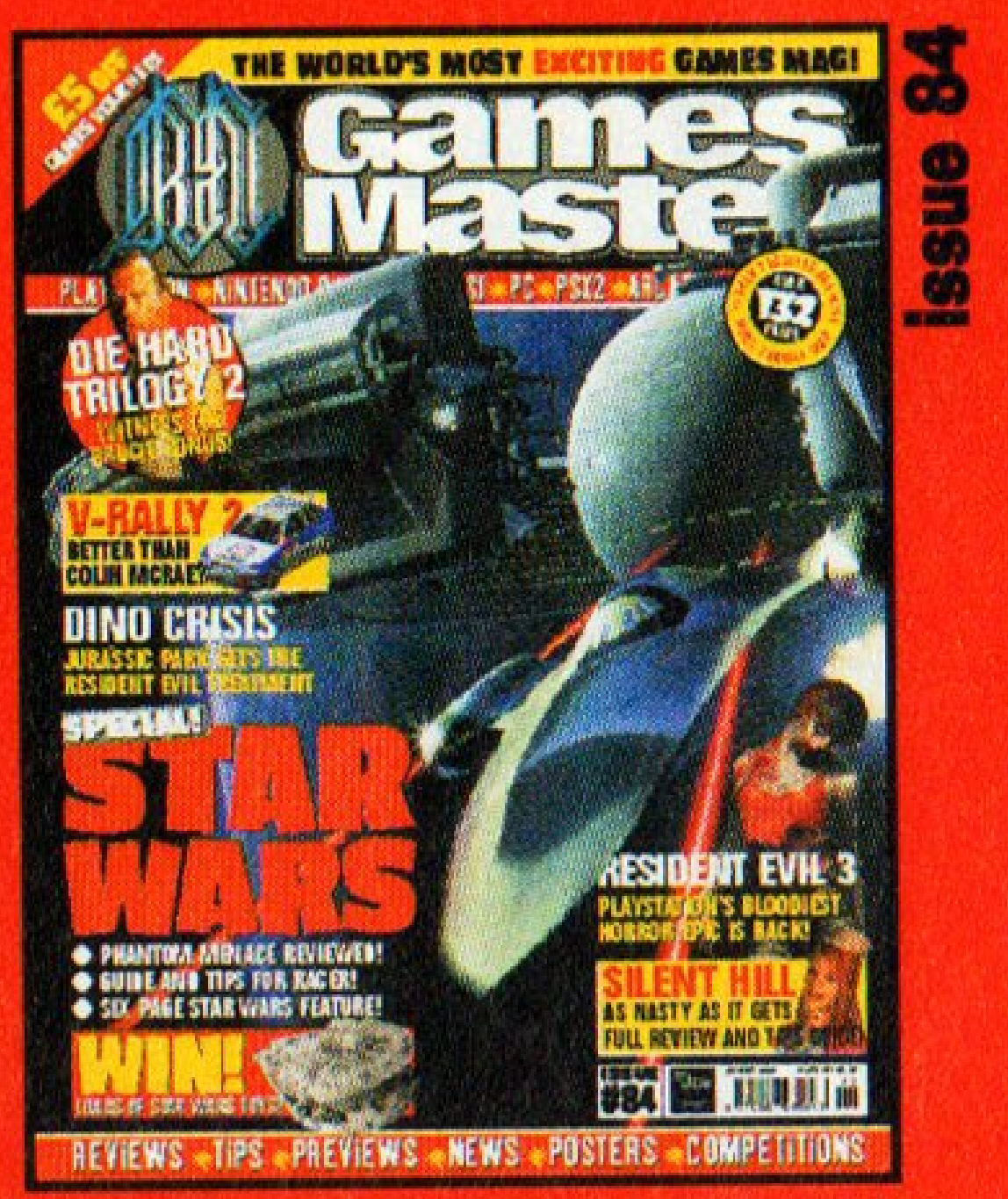
An issue to fear. With Dino Crisis, Resident Evil 3, Shadowman and a special Survival Horror Feature, this one's guaranteed to brown trouser even the bravest.



issue 84

It's a Star Wars extravaganza! The Phantom Menace and Racer both reviewed alongside Silent Hill and V-Rally 2. Add the free tips book and you've got a blindin' issue.

issue 83

Lara is dead. Meet the game that killed her, Soul Reaver. Reviews of Ape Escape, Star Wars Racer plus an awesome look at the E3 show. Don't forget the free tips book.

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Va-va-voom! Driver screams into view and jostles for pole position with Ape Escape, WWF Attitude, and House of the Dead 2. There's a tips book as well – Wow!

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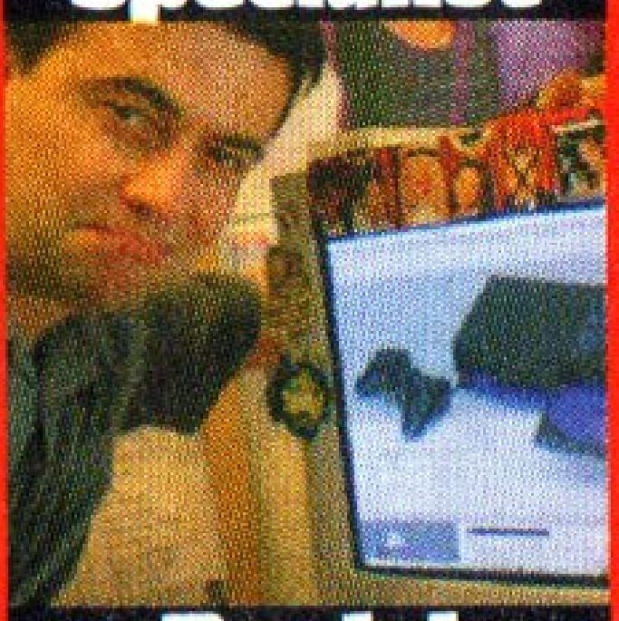

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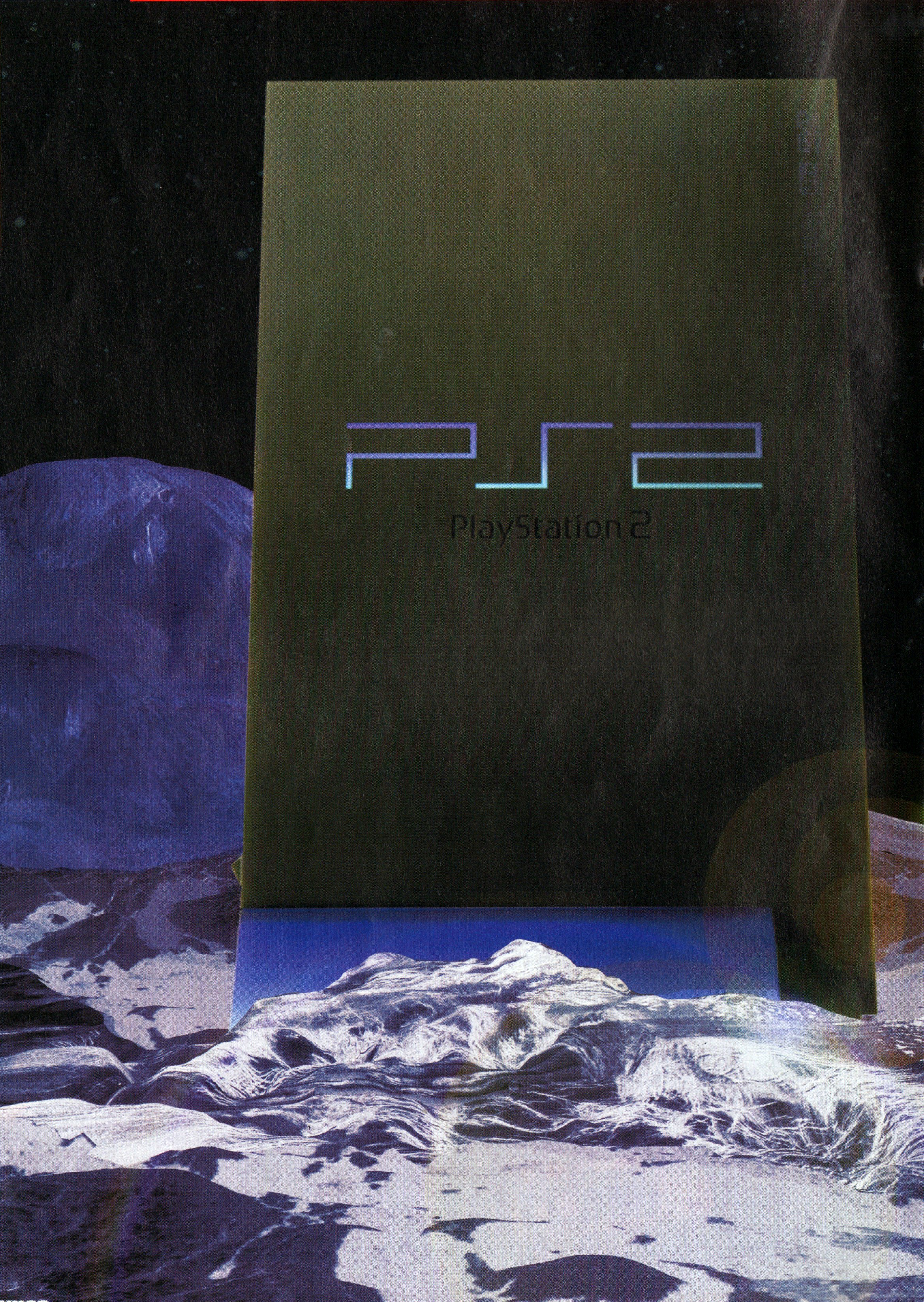
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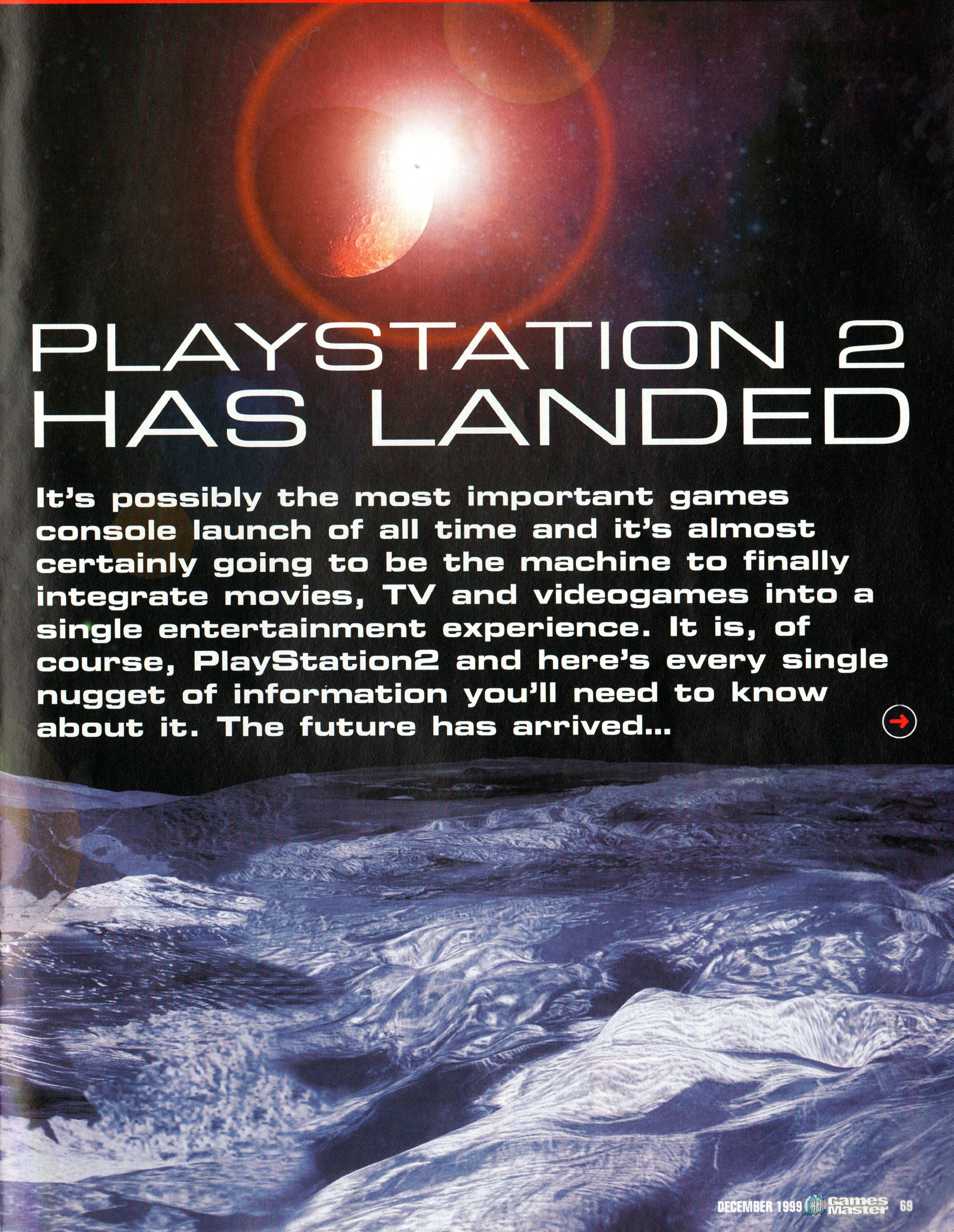


PLAYSTATION 2 HAS LANDED

It's possibly the most important games console launch of all time and it's almost certainly going to be the machine to finally integrate movies, TV and videogames into a single entertainment experience. It is, of course, PlayStation2 and here's every single nugget of information you'll need to know about it. The future has arrived...

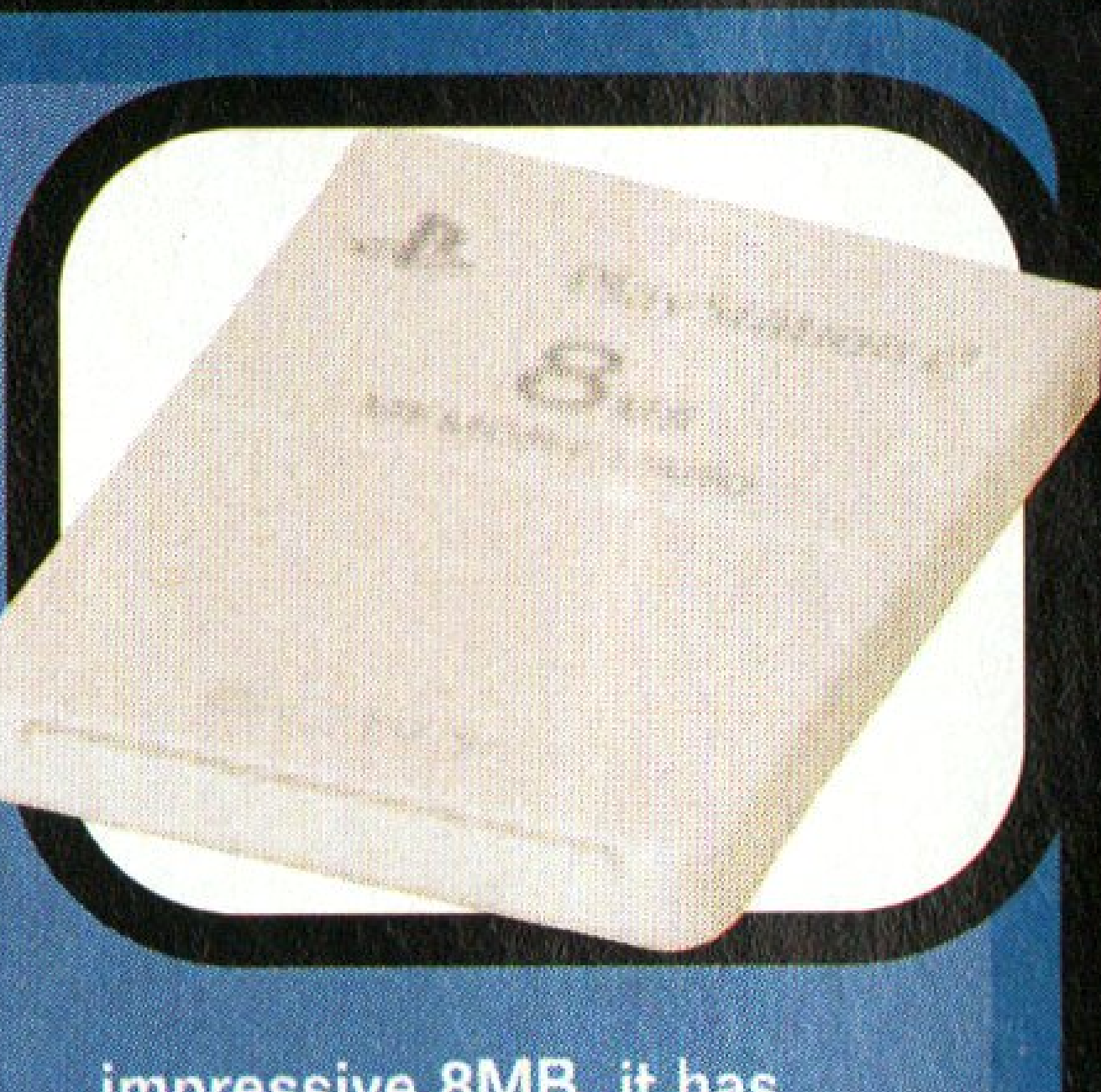
New and improved

A casual glance at the new peripherals (the control pad and memory card) brings up little of interest at first glance but when you take a much longer lasting look and ask a few probing questions that the truth is suddenly revealed in all its glory.

Dual Shock 2

Yes, the new pad will look exactly the same as the old one (which, apparently, is to help with the backward-compatibility), but there's one important new feature. Get this, apart from the Start and Select buttons, the whole bleedin' thing's analogue. Still confused? Well what this basically means is that the harder you press the ⊗ button (for example), the faster you'll go in a driving game or the harder you'll hit in a fighting game. Impressed? Thought you would be.

Worth £30? It's too much to charge, but the Sony pads have always been the best, so I guess we'll have to put up with it.



Memory Card (8MB)

Oh, it may look like any normal old Memory Card you've had lounging around in the front of your PlayStation for the past four years but you couldn't be more wrong. At an impressive 8MB, it has (obviously) eight times the capacity of the original and can transfer data up to 250 times faster than previous PlayStation card.

The best news of all is that the machine will come with one of these (probably quite pricey) cards thus saving you a few bob.

THE HISTORY

Confirmed around a year ago, it wasn't until March this year that Sony decided to hold a full press conference and release all the specifications to a stunned group of specialist press. Although claims of 75 million polygons-per-second may have been scoffed at by some, the demos on show (*Gran Turismo, Final Fantasy, Crash and Tekken*) proved beyond any doubt that Sony had the ability and the machine to compete in the NEXT next-generation war. Much was made of the Emotion Engine processor chip, which has been designed to give previously unheard of life and emotion to characters. Many, I'm sure, will exploit the chip to their own needs, but it's the likes of Square (with *Final Fantasy 9*) that'll be the ones to turn to for proof of what the chip's capable of…

Even the press announcement on May 12 by Nintendo of launch details for *their* 128-Bit Dolphin DVD console didn't seem to dampen the Sony fire one little bit. In a bullish mood, Nintendo opened with the quote: "We [Nintendo] are absolutely confident that Dolphin's graphics will equal or exceed anything our friends at Sony can come up with for PlayStation2." Links with IBM won't hurt them any, and their proposed launch date of Autumn next year (a proposed simultaneous worldwide launch) means that this, PlayStation2 and Microsoft's top secret X-Box machine will kick off the Millennium with one of the greatest hardware battles we've ever seen…

The X-Box is the (as yet) unconfirmed console from Windows 95 makers Microsoft, created as a direct competitor to PlayStation2, it'll have a built-in hard drive (around four to six gigabytes), contain a fancier version of Windows 2000 and, as Microsoft still won't talk about it, that's pretty much all anyone knows.

After Nintendo's press conference, Sony remained tight-lipped. They'd released all the info they had to and it was now the time for rumours, speculation and the inevitable hype build-up. But in the background, they were working hard on spoiling the party for one of their major rivals with their revelation.

Just four days after Sega's successful American Dreamcast launch (514,000 consoles sold in just two weeks), Sony went one better and unveiled the actual PlayStation2 console… name, machine, software line-up, demos, the works. 'Sorry, what's a Dreamcast?' one European developer was heard to snigger, but Sega are far from out of the game. A million Dreamcasts have been sold in Japan and Sega's aim for a three million worldwide user-base before the PS2's launch doesn't seem unreasonable. Seems the battle is far from over just yet…

Looking more like a VCR, the PS2 manages to prove to the world that consoles have come of age. No longer simply games machines, the technology is now such that they should be treated as complete multi-media devices. Proof of this is in Sony's future plans for the PS2. Sitting comfortably in the technology corner, along with Dolby Digital surround sound speakers, USB link-ups and hi-res digital TVs it will, in time, be able to download music videos, demos, buy games and also allow you to watch entire films through the PS2 cable network.

"We see big potential in the household distribution of video games, films and other content via broad band cable lines," says SCE president Ken Kutaragi. Imagine that. Sitting at home, fancy a video, can't be arsed to walk to the shop? Simply log on, download, stick a pizza in the oven and Bob's your mother's brother.

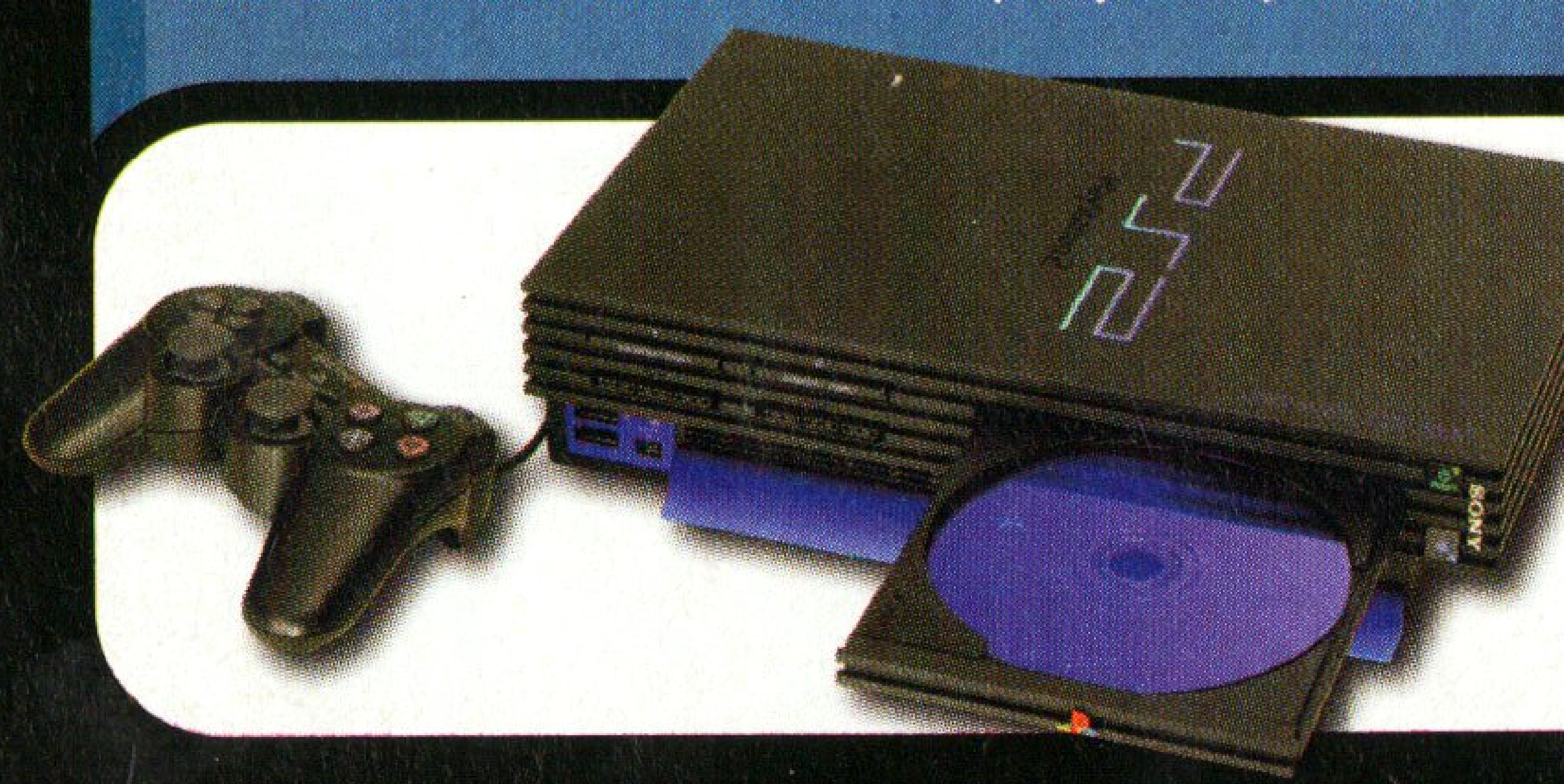
If you fancy being one of the first to own the machine, you'll have to wait until March the 4th next year and the Japanese release for an over-priced import machine but, if your patience can hold out, try to wait for the official European release in Autumn of next year.

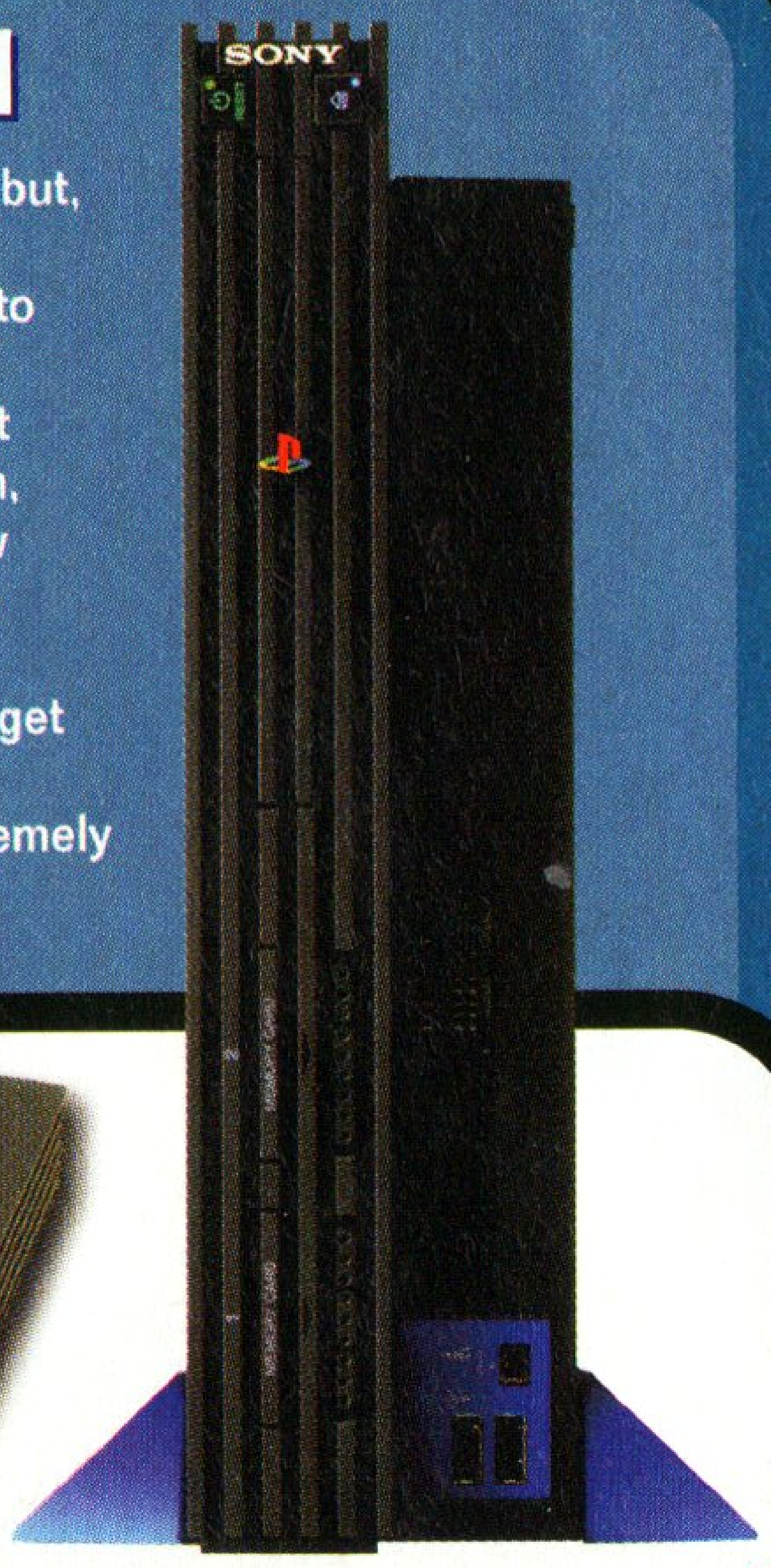
The line-up of games looks incredible, the machine looks more attractive than Jennifer Lopez in a posh frock and the multi-media possibilities look certain to make this the console not just for next year, but for years to come. Once again this has proved that now, as ever, you should never underestimate the power of PlayStation. Wise words indeed…

Upright or Grand

With Sony pitching the PlayStation2 as a 'complete all-round multi-media home entertainment system' (which is what we're sure Sony's marketing people are already starting to call it), the Bang & Olufsen-style design and optional vertical stand come as no real surprise.

Vertical stand? Ah yes. Tired with flat, dull consoles? Be listless no more, as the PS2 can not only rest flat but, thanks to this ingenious invention (which appears to come packaged with the machine), you can stand it completely upright. Which, when you think about how many times you've had to balance the original PlayStation on its side to get the CD player to work, is slightly ironic… Still, extremely pretty don't you think?





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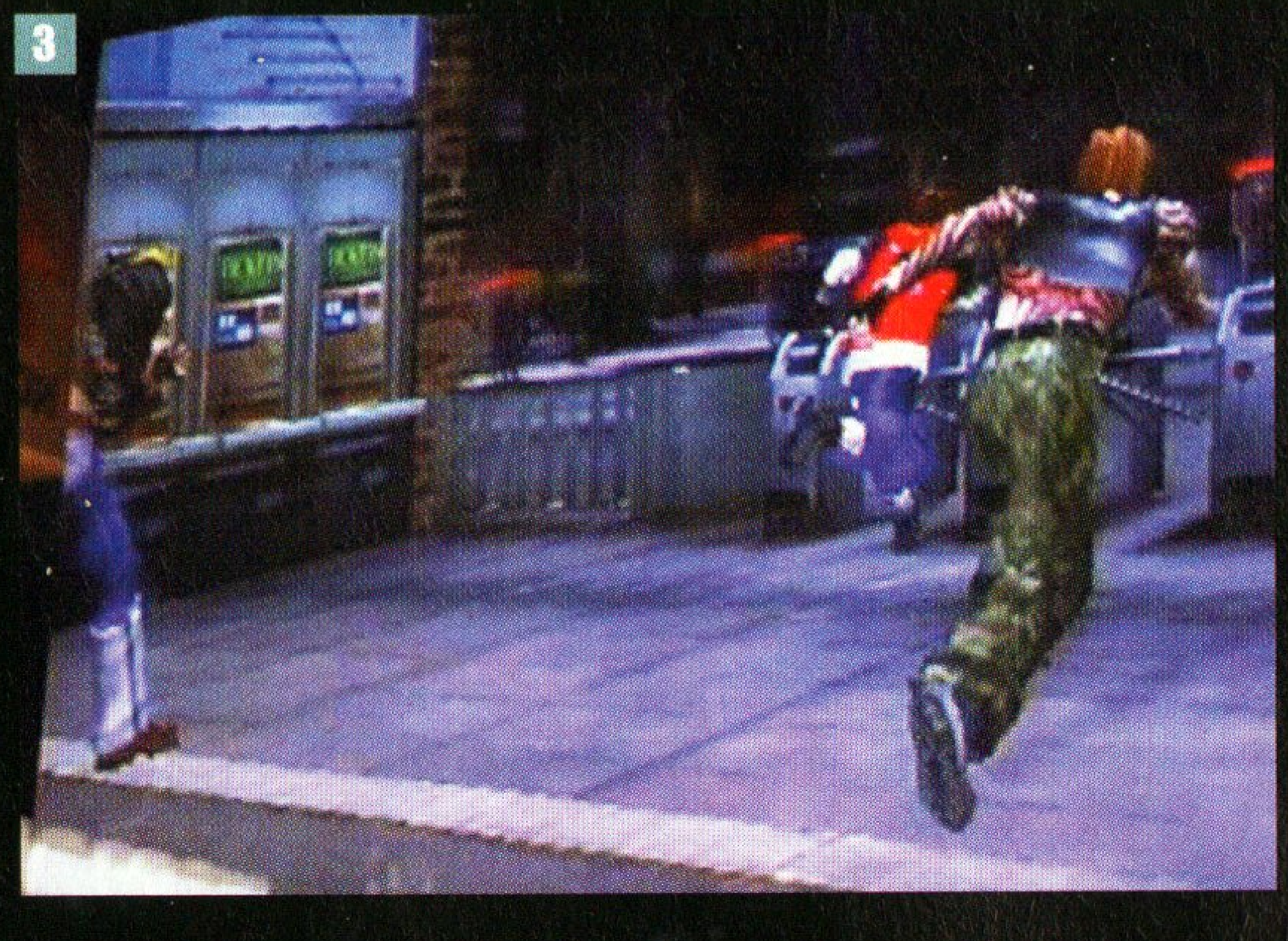


Game rumours

A Bond game for PS2? Seems likely, as Electronic Arts have confirmed a deal with MGM to produce a title for the new film, called The World Is Not Enough. It's being developed by the same team who are finishing off *Tomorrow Never Dies* for PSX (Black Ops), so expect firm details on this sometime in the new year.

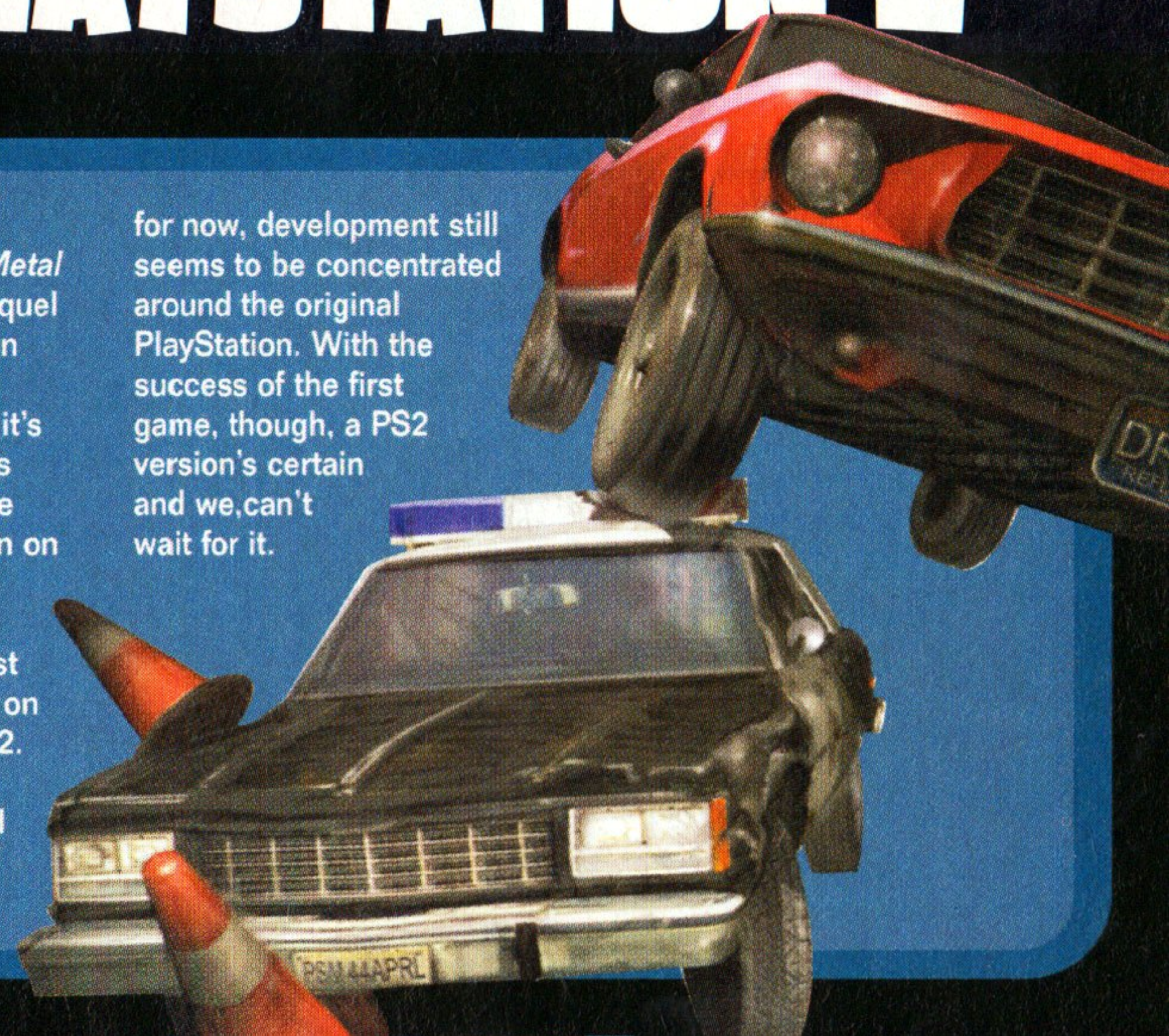
Square have confirmed one brand-spanking original title – *The Bouncer* – but rumour has it that there's another five games in the pipeline and you wouldn't have to be a Rocket Scientist to guess what one of them is likely to be. (FF9, dope).

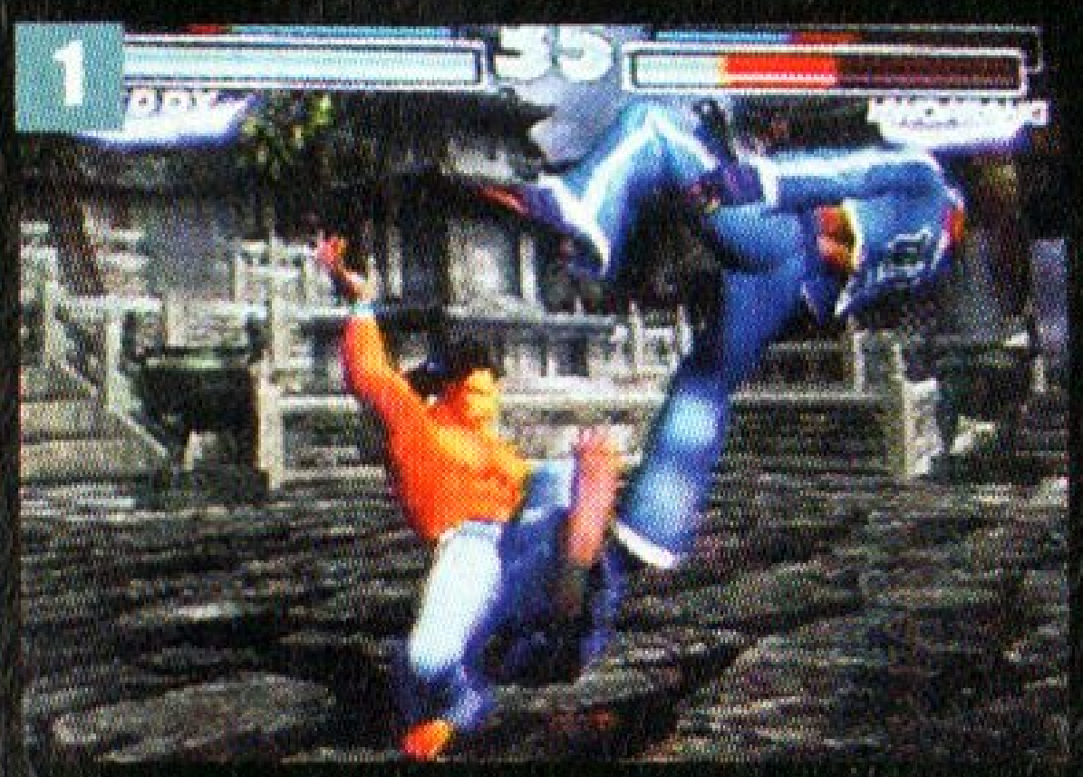
If, like the majority of the breathing public of this planet, you thought Star Wars: Episode One was okay but the second one's bound to be better, you're sure to like this piece of gossip that's currently flying around the gaming industry. Apparently George Lucas was so impressed with an early version of the PS2 console that he's already in talks to develop a game for it based on his second Star Wars film.

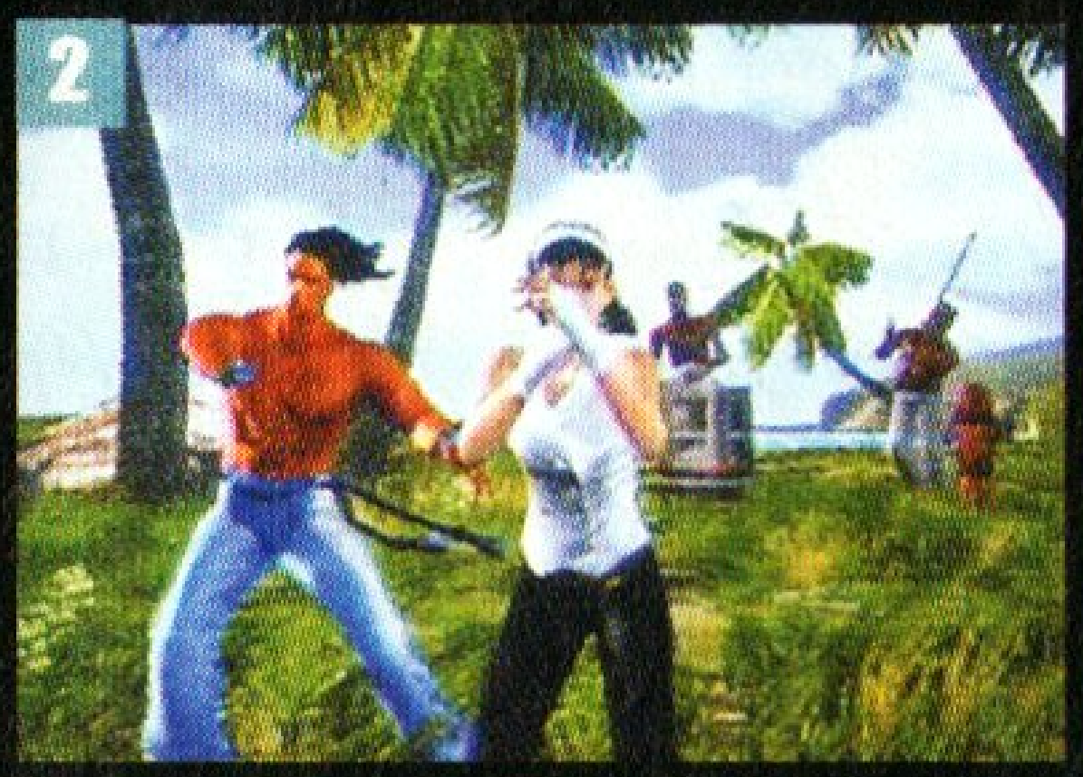
Not only does he believe that the PS2's capable of reproducing the graphics (which he's currently tinkering with) from the film, but he also reckons that they might be able to be downloaded straight onto the machine itself.

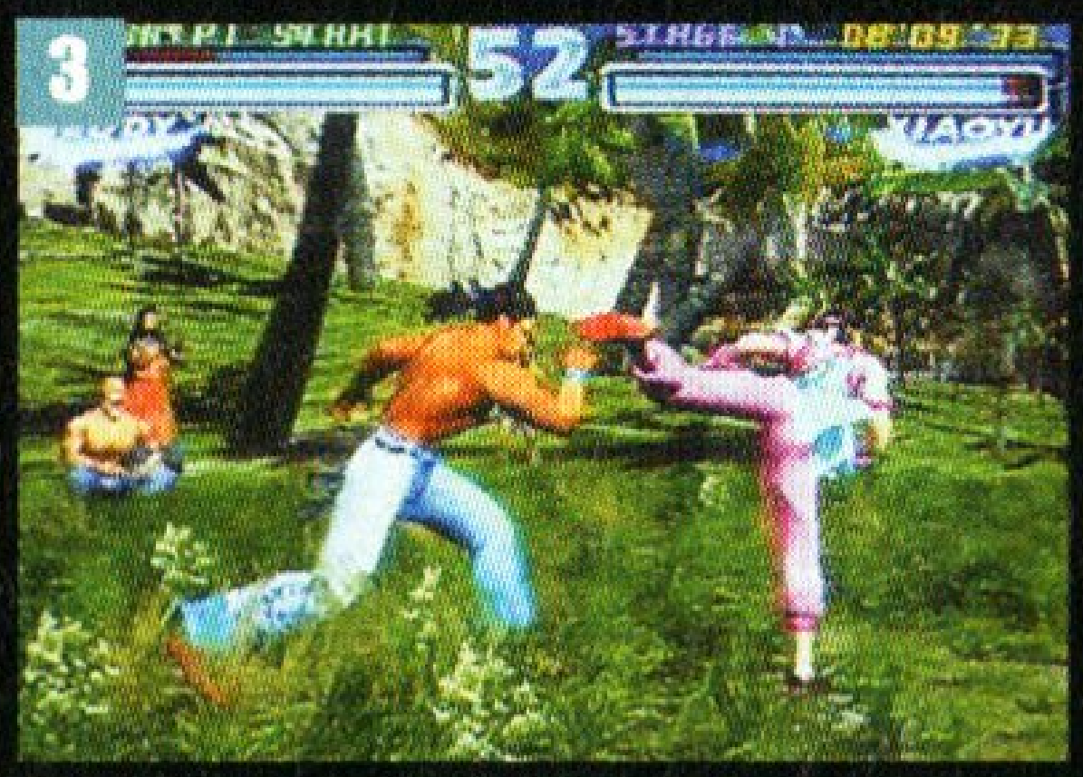
There's good news and possible bad news for *Metal Gear Solid* fans, as a sequel is definitely in production but, alas, Konami won't comment as to whether it's coming to the PS2 or (as gossip would have it) the Dreamcast. Confirmation on this soon.

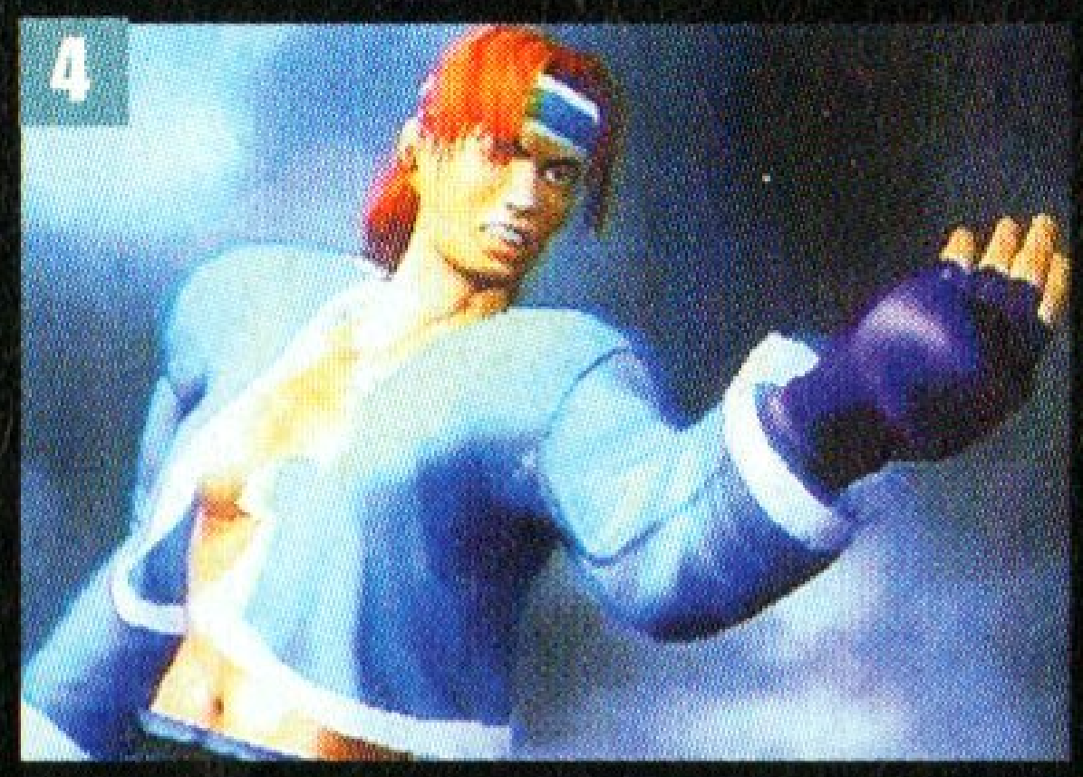
One game that we're just waiting for confirmation on is *Driver* for PlayStation2. We know that they're working on a sequel and that it's likely to be out sometime next year but, for now, development still seems to be concentrated around the original PlayStation. With the success of the first game, though, a PS2 version's certain and we,can't wait for it.

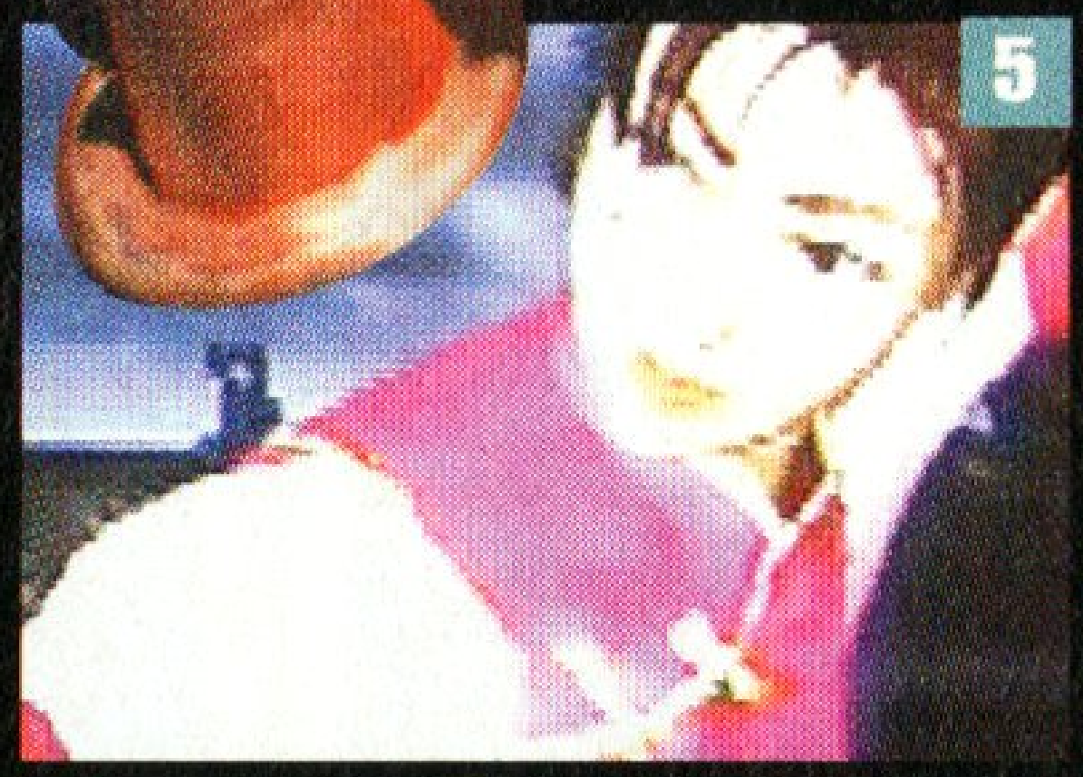












[1 – 5] You won't believe how tasty this is! The PS2's *Tekken* isn't *Tekken 4* but a souped-up *Tekken Tag Tournament* with graphics far in excess of the arcade original! We're talking intro render quality playable fighters and movie-style ultra-realistic camera play.

THE GAMES

With 30-40 games coming out every month on the PlayStation, you'd expect the next machine to come well-supported and – much to the disgust of Sega and Nintendo – that's exactly what Sony have in mind.

Eighty nine Japanese publishers have already signed license agreements to develop software and, as for the rest of the world, 46 US companies and 27 European ones have either started work or shown significant interest in the machine. So, by our reckoning, that makes… um… er… 162 in total. Hardly a trifling amount, you have to agree.

To start with, here's a run-down on the games ready for release on the same day as the machine, 4th March 2000.

Tekken Tag Tournament

Namco • Beat 'em up

The best just got better. The arcade version was built around the Model 12 board (which, as we all know, is just a souped-up PlayStation), so this could be the first example of a console conversion actually being significantly better than the arcade original.

This is, for the most part, *Tekken 3* in posher clothing. New features include the Tag mode, where the inclusion of a fifth button allows you to swap players at any point – allowing tactical play, as some health is returned to resting players. Other new bits are mainly cosmetic and won't be noticed by many outside of the hardcore *Tekken* fanatics.

The total list of individuals is incredible. There's 20 playable characters at the start (15 from *Tekken 3* and five from *Tekken 2* – Baek, Jun Kazama, Michelle Chang, Armor King and Ganryu) but there's also 12 additional question marked boxes giving a total of 32 possible characters. The best beat-em-up of all time? It's hard to imagine many better.

Gran Turismo 2000

Sony • Driving game

Surprisingly little is known about *GT2K* (as the trendy folk are beginning to call it). Having been lucky enough to actually play an early version, though, we can report that the short demo we had a go on was excellent. The new Dual Shock 2 pad allows you to gently squeeze the accelerator or, instead, slam the button down to power down a straight. *GT2000* plays almost identically to *GT2*, except there's an obvious spruce up with the graphics which, frankly, are incredible. Can Sony do any wrong? Gah!

The Bouncer

Square • Action/Fighter

Square's calling it a 'Playing Action Movie' but, when you strip down the title, what you're left with is the game that was going to be *Ehrgeiz 2*. If you've never played the PlayStation original, then you should expect a free-roaming combat game with objects to use and scenery to interact with. Much like *Powerstone* on Dreamcast but much, much better.

All the characters have been designed by Tetsuya Nomura, the famed character designer of *Final Fantasy 7*, *Final Fantasy 8* and *Parasite Eve*, so that gives you an idea of the standard to expect. Another classic in the making.

Street Fighter EX3

Capcom • Beat-em-up

The original EX game was one of the shining moments in PlayStation beat 'em ups and this third incarnation could well do the same for PlayStation2. Utilising the seemingly now standard feature of a tag mode, the gameplay is incredibly fast and smooth. This seems even more impressive when you see the game running with four characters legging it about at once and completely over-the-top pyrotechnics going off all over the place.

Eternal Ring

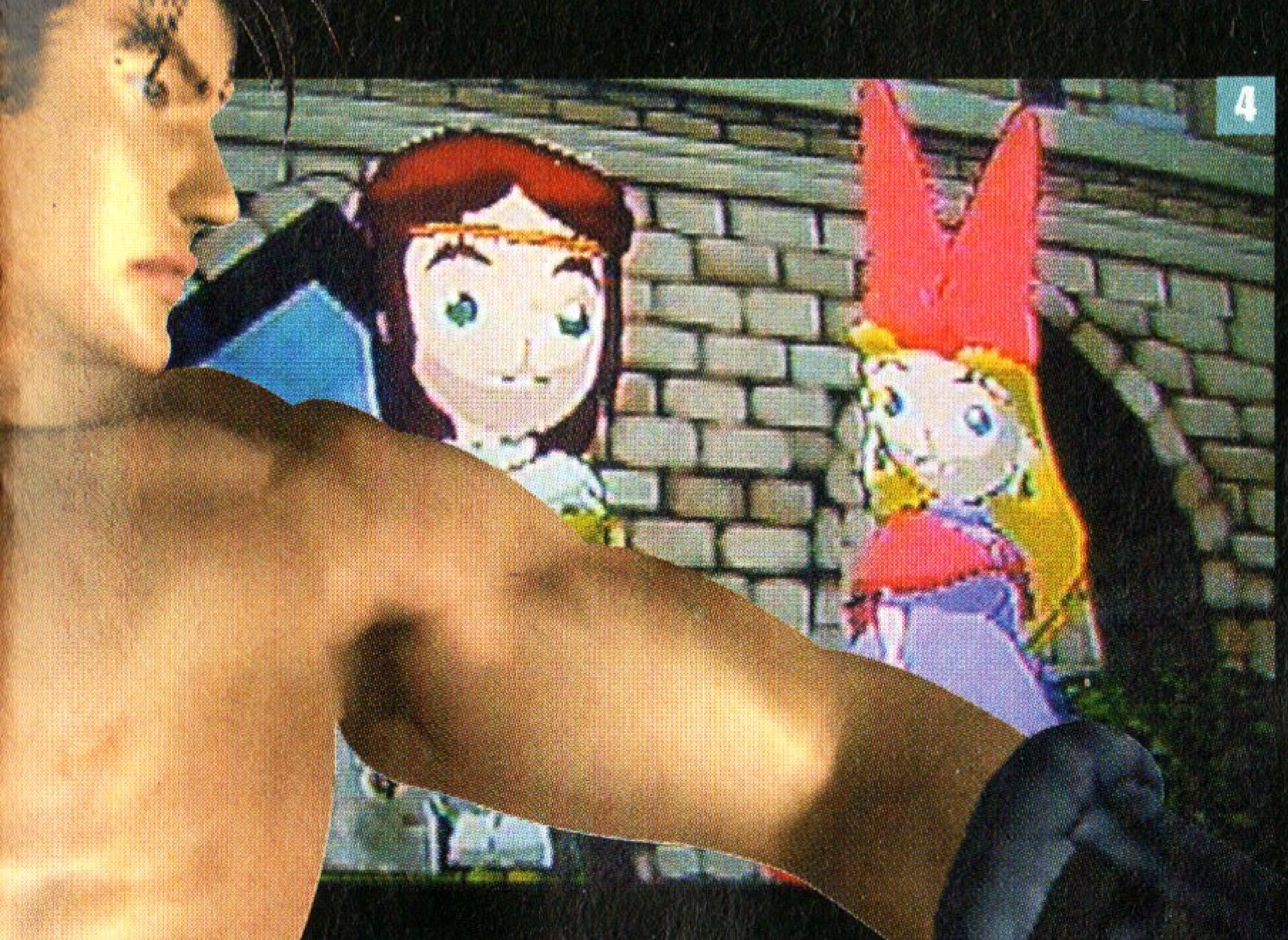
From Software • RPG

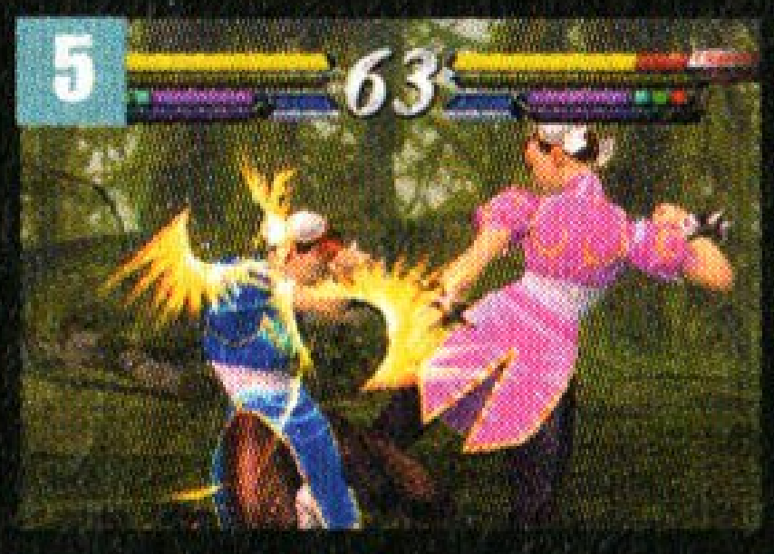
A very average RPG from one of the smaller Japanese companies. Very unlikely to see the light of day over here.

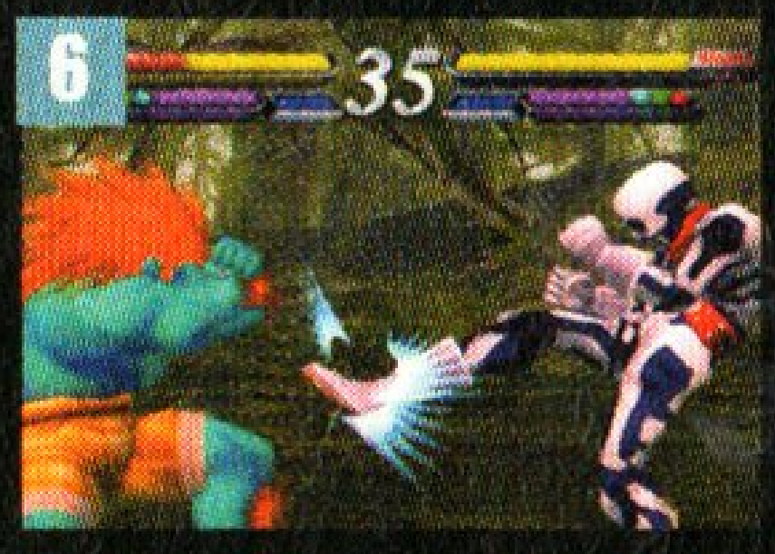
Kessen

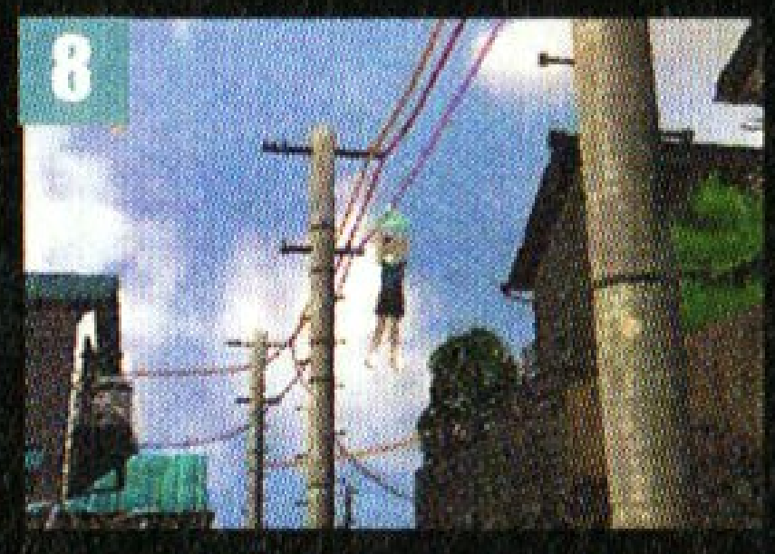
Koei • Strategic simulation

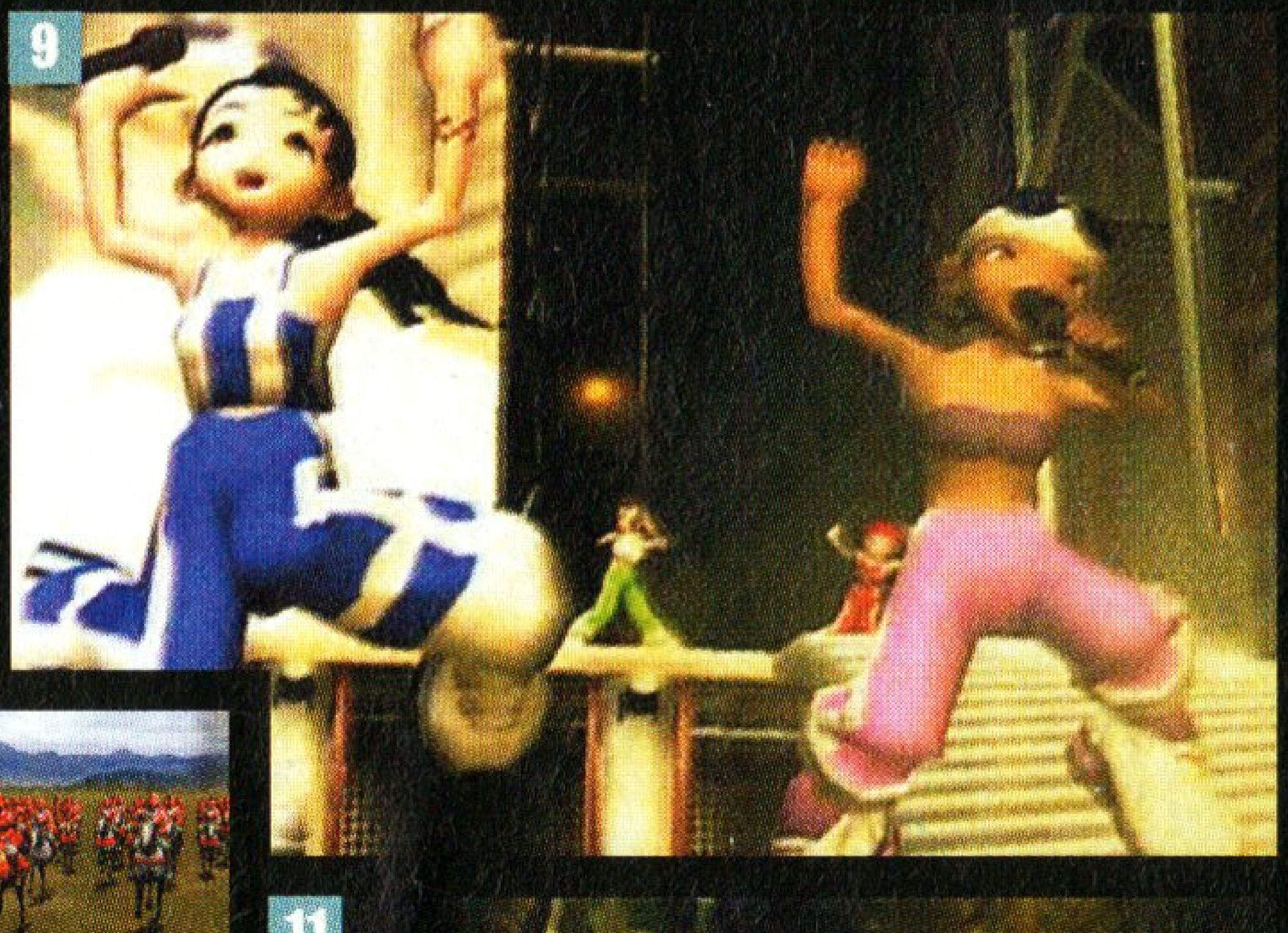
A historic battle simulator on a very big scale with horses. Okay, so it might not sound all that thrilling, but the initial feedback from the Japanese press is highly encouraging. Sharpen those katanas.

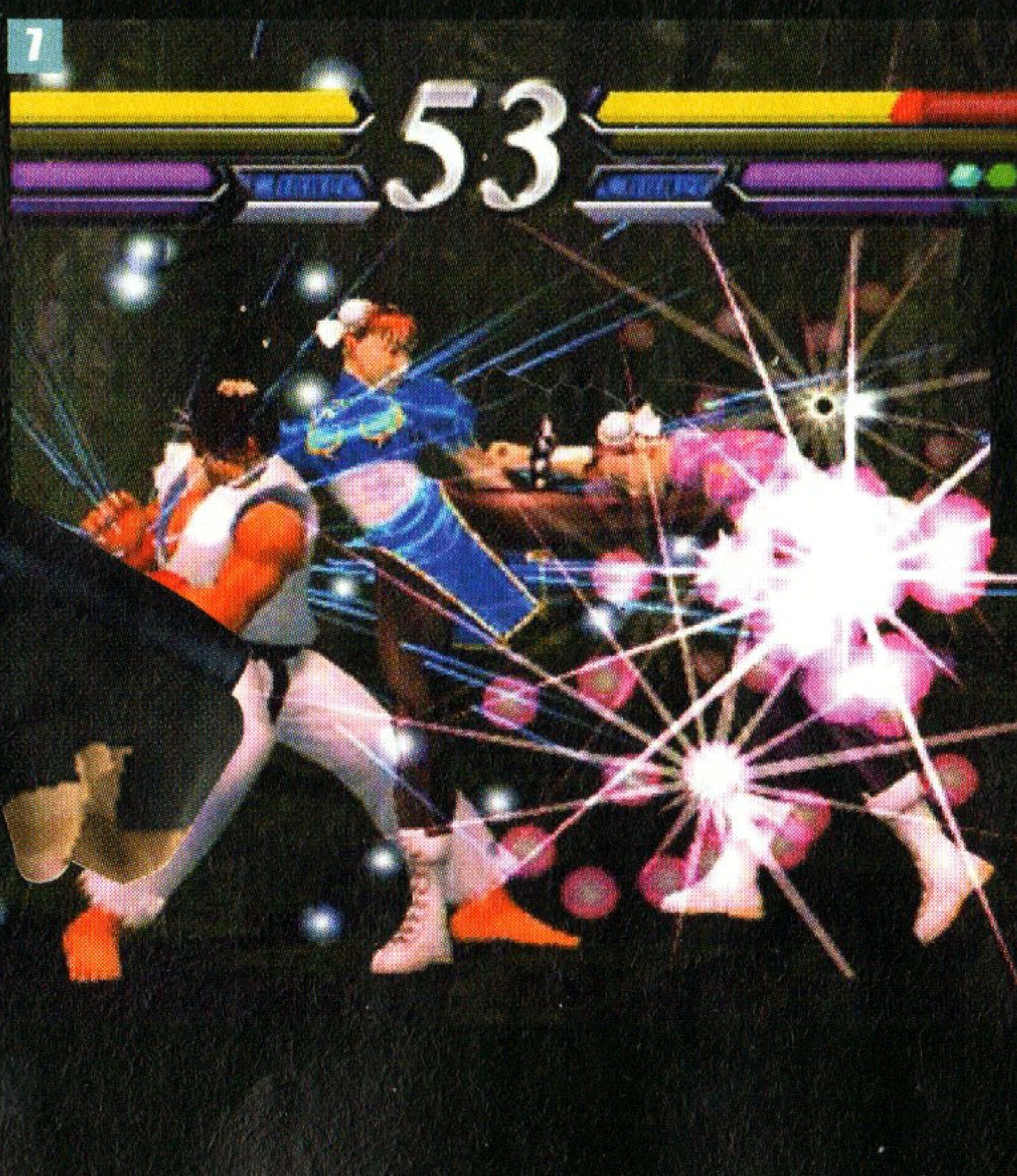


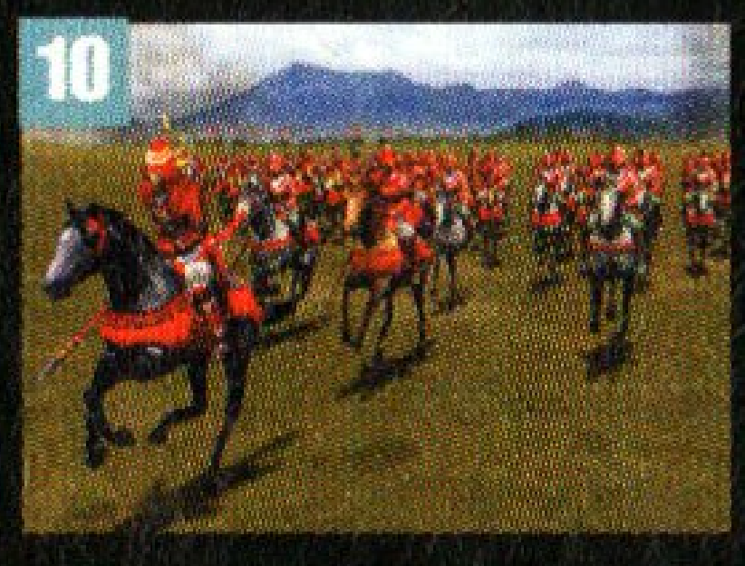


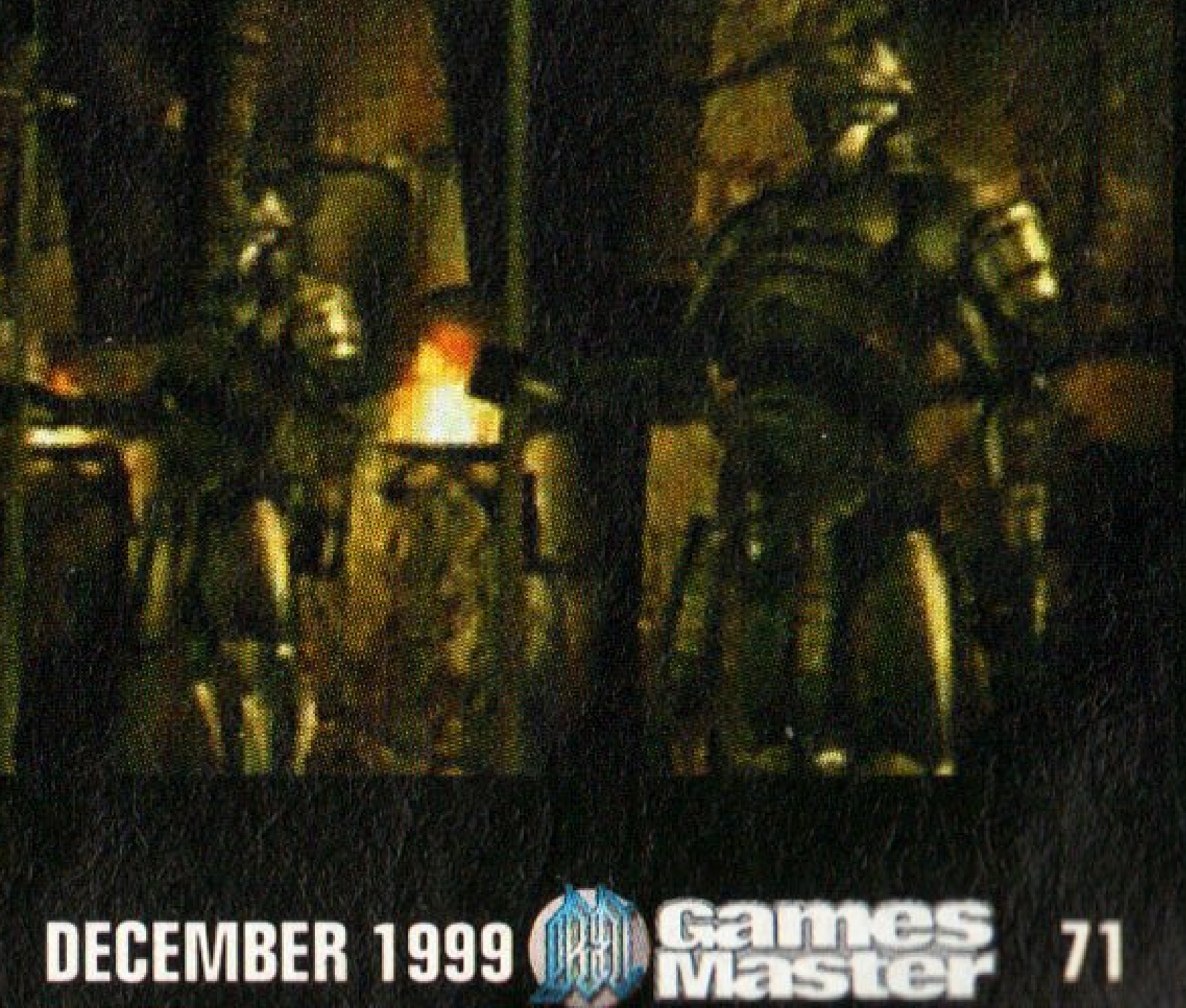




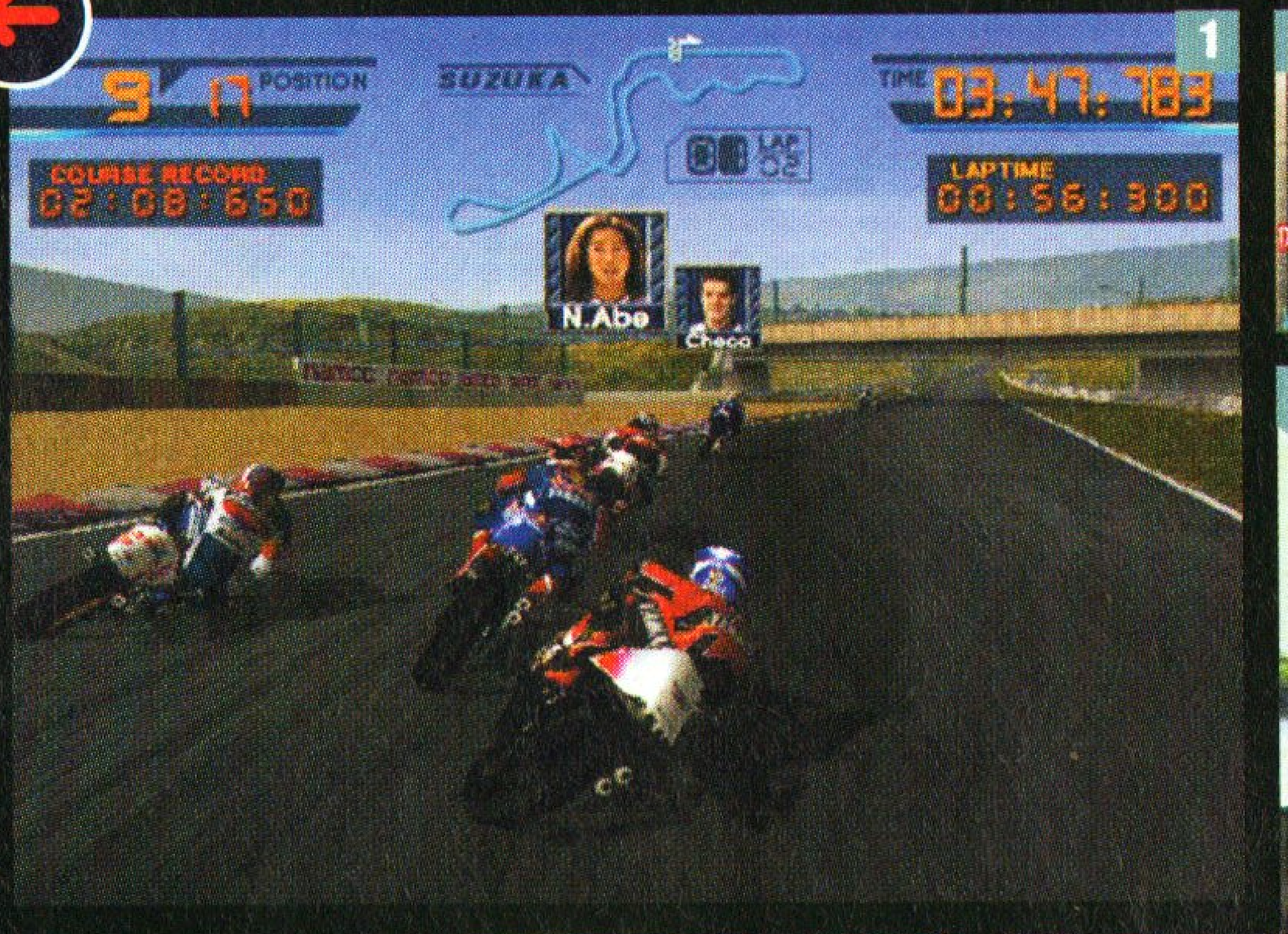






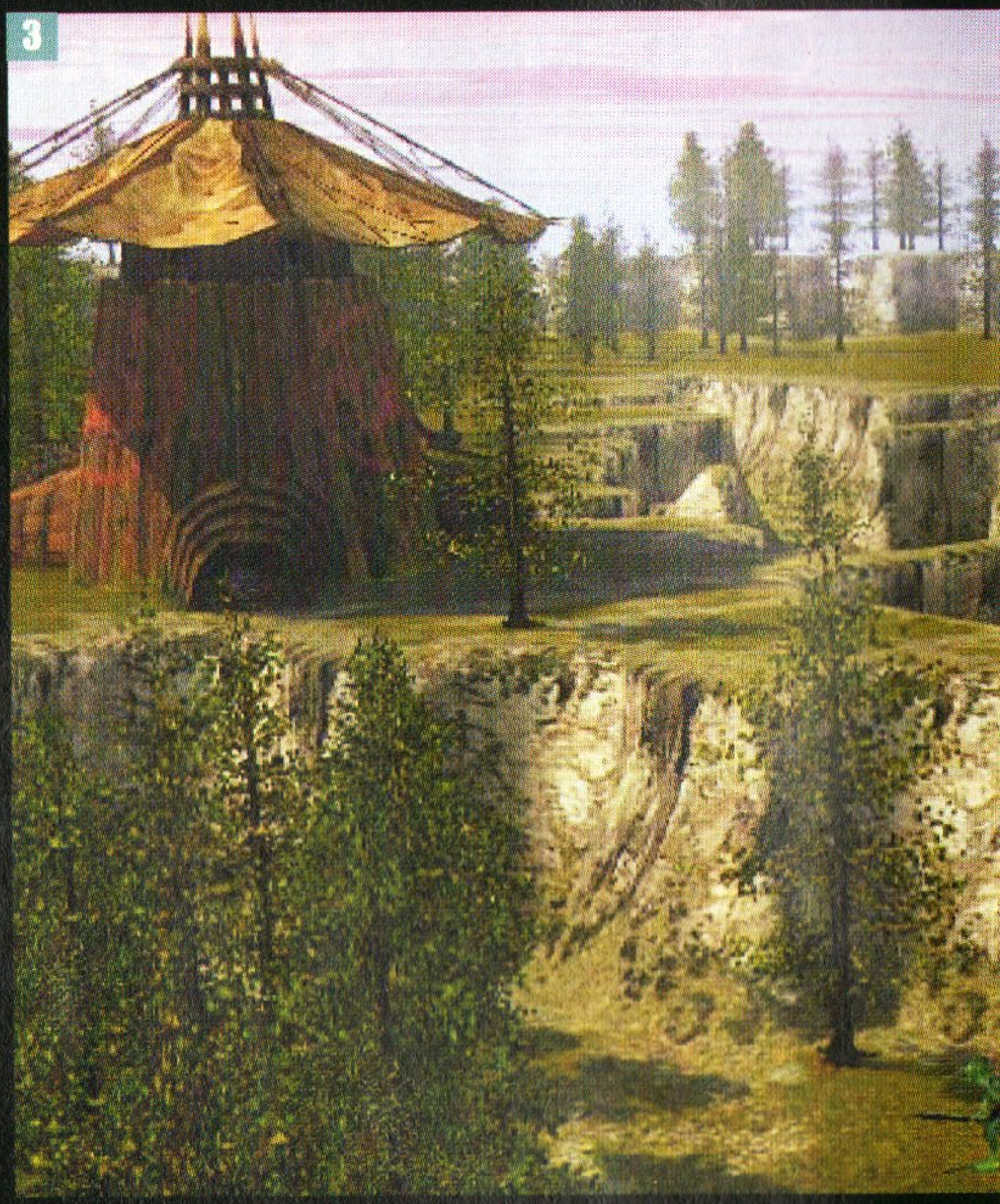


[1] *ISS Pro 2000*, Konami's PS2 footie effort is looking amazing. [2 – 3] Action from Square's stunning *The Bouncer*. [4] RPG mayhem from *Popolocrois 3*. [5 – 7] *Street Fighter EX3*. Expect an arcade perfect conversion. At least. [8] While a wholly original title, *Den Sen Electric Lines* may be a bit too weird for British tastes we reckon. [9] *Unison* is for all the *PaRappa* and *Bust A Groove* fans. [10] Mighty *Kessen* rides into battle. [11] *Eternal Ring*. In a word, spooky.


1

2

[1] Namco's *500 GP* is an arcade conversion that never made it to PlayStation. [2] Konami's *Drum Mania* uses a drum pad add-on [3] An early shot the levels of detail we can expect in the fully 3D PS2 *Oddworld*. [4 – 5] New title *X-Fire* is EA's first PS2 game. Expect the likes of *FIFA* to follow soon though.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4

5

Popolocrois 3

Sony • Romantic anime

A very popular series in Japan, these games are a cunning mixture of cartoon animation and 3D polygonal backgrounds. An acquired taste? Oh yes, definitely, but they seem to like it.

Dark Cloud

Sony • RPG

It might seem like a normal RPG, but *Dark Cloud* is rather different actually. Picture a cross between any one of a million RPGs and *Sim City* and this is the vision made whole. One for possible translation.

Unison

Tecmo • Dance simulator

The obligatory dance simulator definitely aimed at the female market with four disco babes as the stars. Major rhythmic oddity.

Drum Mania

Konami • Drum simulator

Another popular genre in Japan, but I'd wait for the inevitable conversion of *Music* from Codemasters if I were you. Unless pounding drums are your thing.

Den Sen Electric Lines

Sony • Action/puzzler

Den-Sen is the Japanese name given to the electrical lines that are used to power trams around the country. The game features a female heroine death-sliding around them in a quite unique game that might surprise us all with its radically alternative gameplay.

A-Train

Train simulator • Artdink

A train simulator allowing you to control all the aspects of life on the rails. Not likely to arrive over here any time soon, but an interesting concept nonetheless.

500 GP

Motorbike racing • Namco

Released soon after the machine's launch, this arcade conversion from Namco looks likely to give the PlayStation2 yet another classy racing game.

IS PRO 2000

Motorbike racing • Namco

The best football game of all time on the best console… We can't wait.

Final Fantasy

Sony • Action/puzzler

No official announcement yet, but Square have mentioned that the next *Final Fantasy* game will work with a Modem for downloadable goodies, so wise money's on a full press release very soon.

Ridge Racer

Arcade racer • Namco

Bigger than *Gran Turismo*? We'll just have to wait and see. Both games are sure to be completely outstanding and, looking at the screenshots we've seen so far, Namco have pulled out all the stops to create a fantastic-looking game.

Although details are sketchy, we do know that the company are planning to include every car from every previous *Ridge Racer* game and, it would appear, that the tracks have make it across, too.

So what can we expect after that? There's not room for the full Japanese list here, and its also likely that at least three-quarters of the titles will never make it to our shores. However, here's the highlights of the rest the rest of the games currently rumoured…

Bloody Roar 3

No info yet, but it certainly has the potential to be superb given the quality of the two previous arcade and PlayStation games.

Bomberman 2001

There's been a loss of form for *Bomberman* of late, so hopes are high for a mighty comeback in, we guess, two years time.

Casper

Five games are planned based around the friendly ghost and his spectral pals. Guaranteed to claim some younger fans.

Cool Boarders

There isn't even a proper name for it, let alone any screenshots, but it's coming.

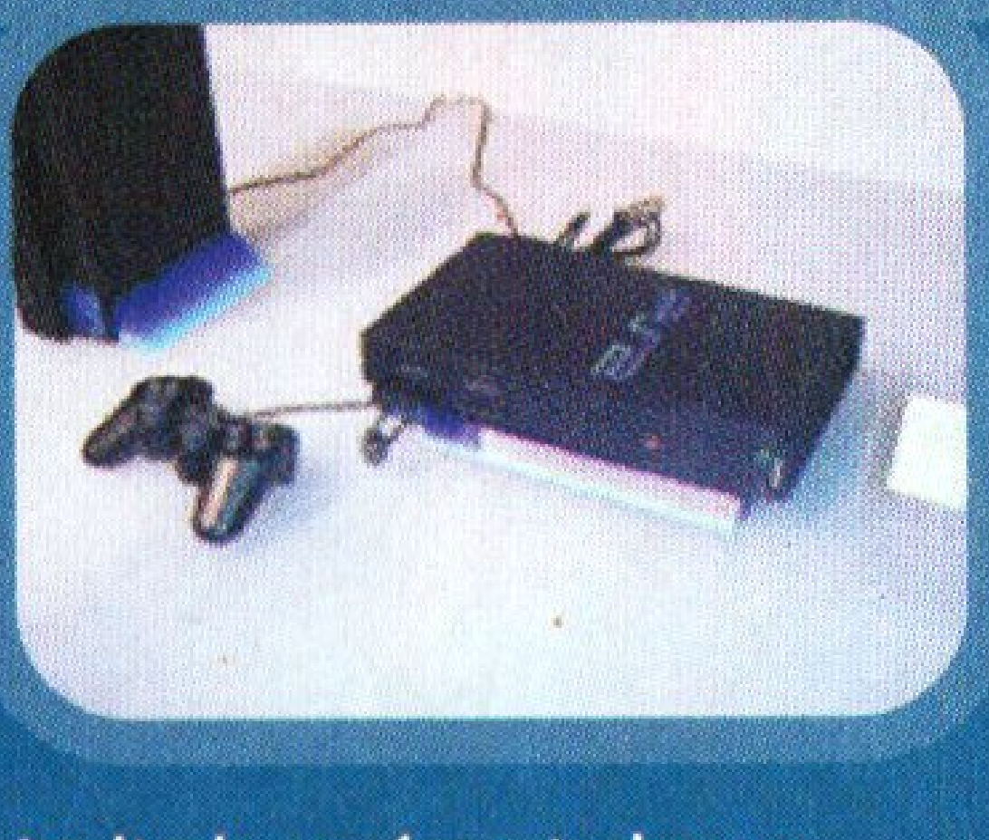
Duke Nukem

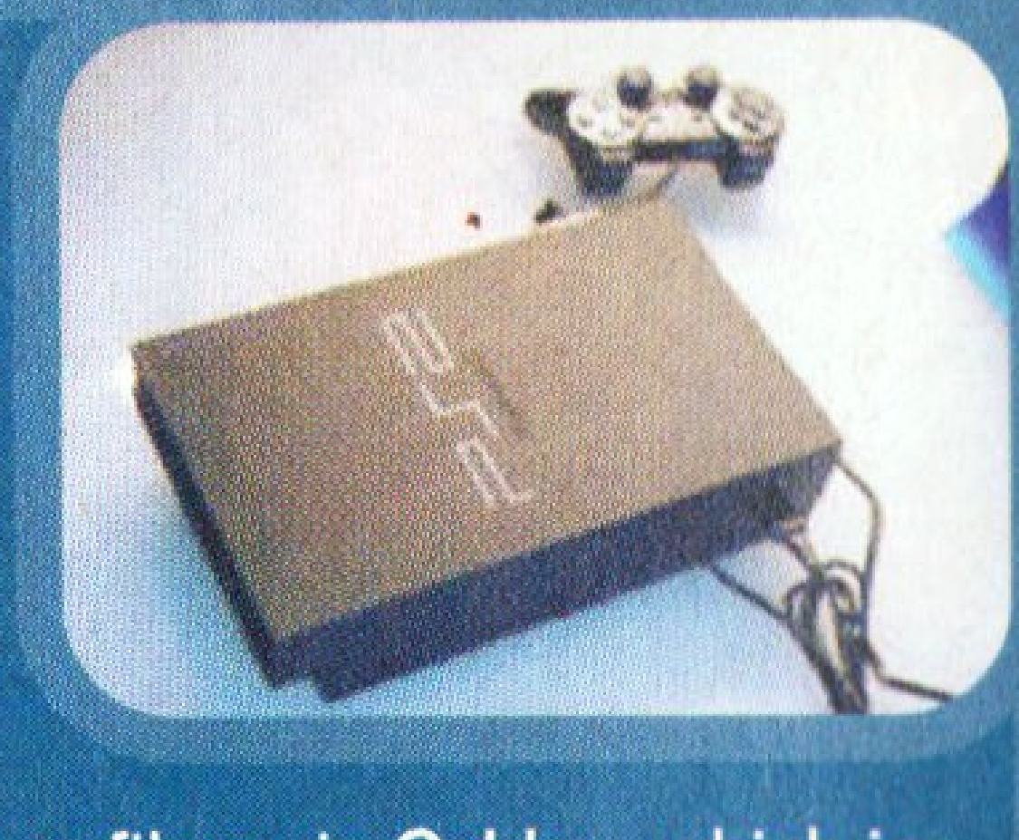
There's definitely going to be a *Duke Nukem* game on PS2 but it's unlikely to be a conversion of *Duke Nukem Forever*.

Rayman 2: The Great Escape

Better than the first one, certainly. UbiSoft have announced that this PlayStation and Dreamcast 3D platformer is PS2 bound.

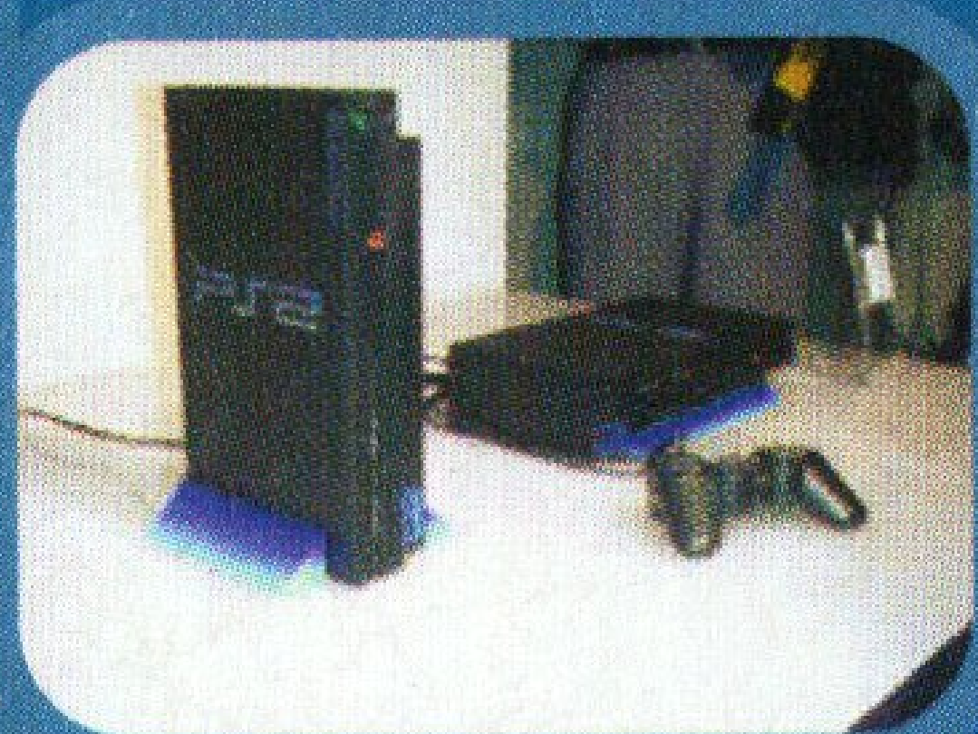
Frequently **asked questions**





When's it appearing and how much will it cost?

Easy. Saturday March 4th 2000 for Japan and, for America and Europe, all we know at the moment is sometime in Autumn of the same year. How much? It's being released for 39,800 Yen in Japan (£226), but expect the price to be around $300 in America and £300 in Britain.

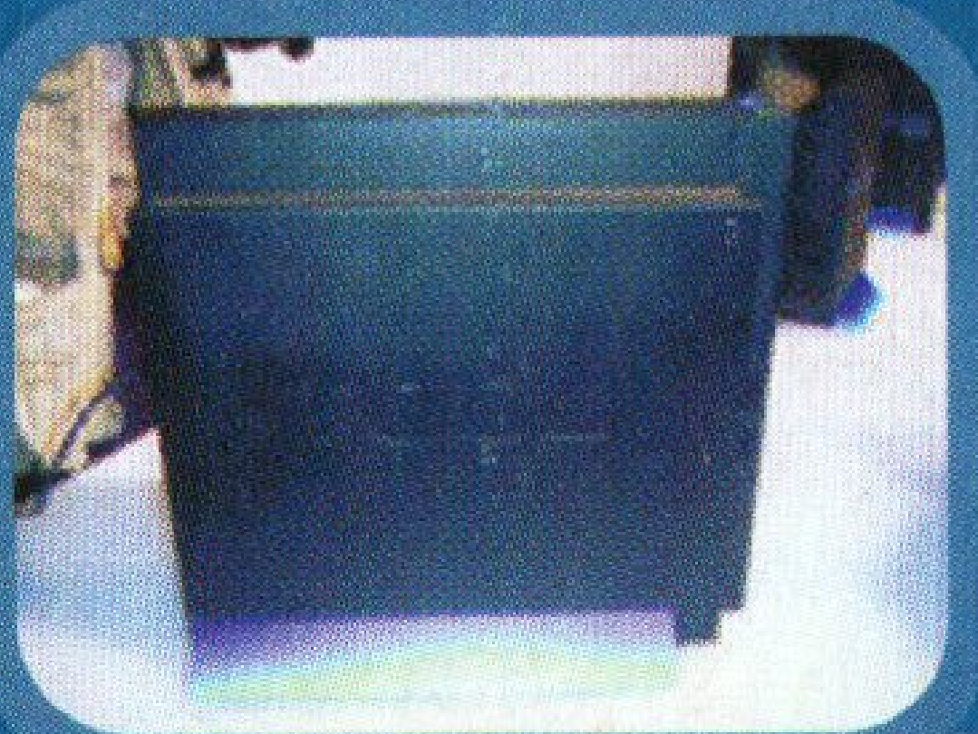


What comes with it?

More than usual. For your exchange of Earth pounds you're rewarded with the console (obviously), one controller, a power lead, AV cable, demo disc and one of the 8MB Memory Cards.

Only two joypad ports?

'Fraid so. Sony obviously do have plans for multi-player gaming, but wanted to keep the cost down. Look out for a re-release of the Multitap in the near future.



How many games can I expect in the first year?

Hundreds. Over 160 developers Worldwide are working on PlayStation2 games, with 128 titles being developed in Japan alone. That's a lot of games by anyone's reckoning.

Will my old PSX games work on it?

Oh yes indeed. One of the cleverest design elements in recent years means that EVERY original PlayStation game will work on the new machine as well.

I also hear that they're going to play even better?

Probably not, we're afraid. Rumours abound as to the exact truth behind Sony's plans (as we believe it could be possible), but Sony themselves say it's unlikely.

What about my old Memory Cards and Joypads. Will they still work?

Yep. Although, to get the best out of the games, you'll probably want to buy all the new ones.

Can you play DVD films on it?

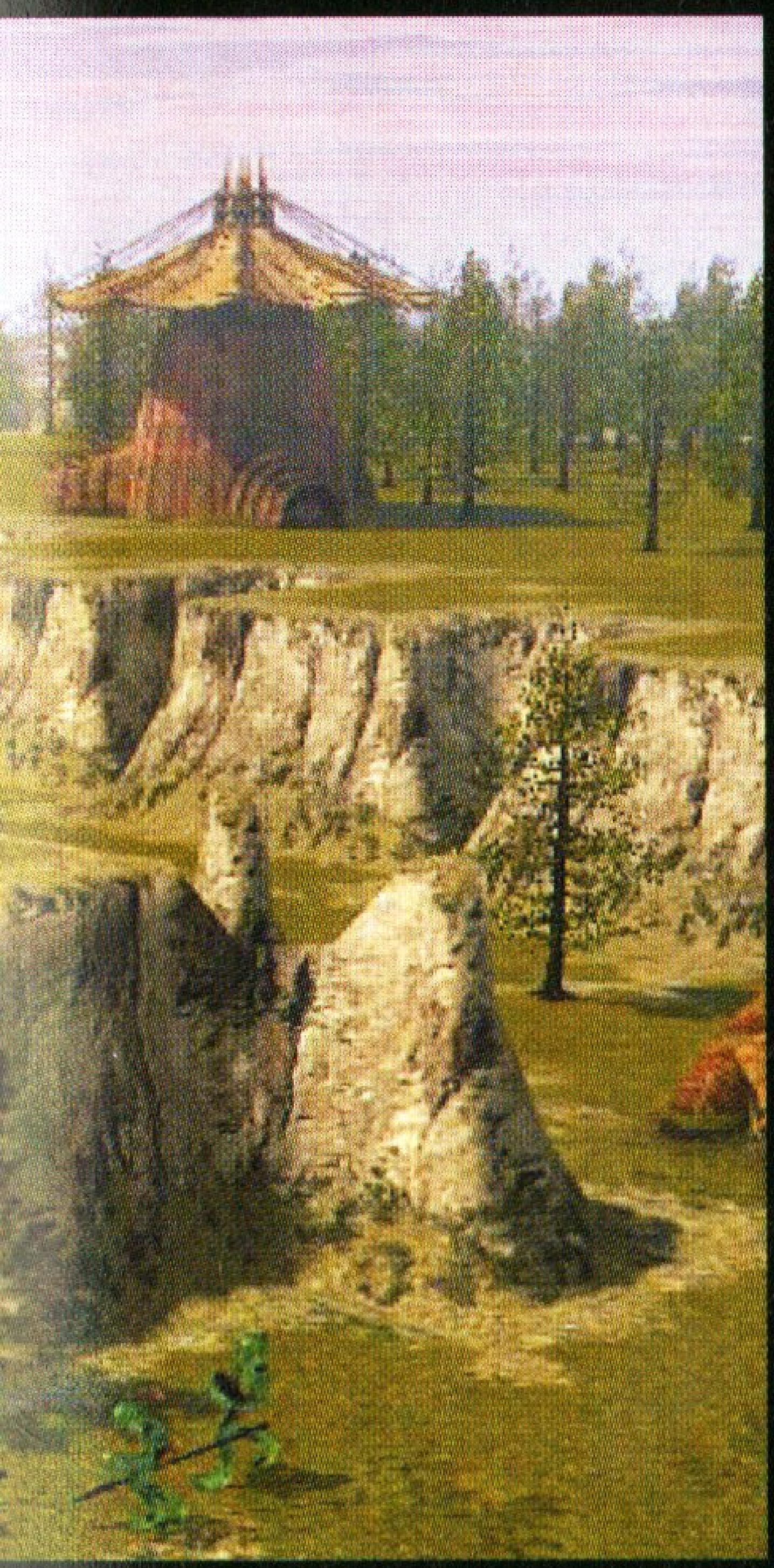
Yes you certainly can. However, DVD technology isn't cheap (most players hover around the £250 price tag), so Sony's pitch for PS2 is much more than a standard console. The machine will be sold as a 'Home entertainment system', hence the more mature design and radical future plans.

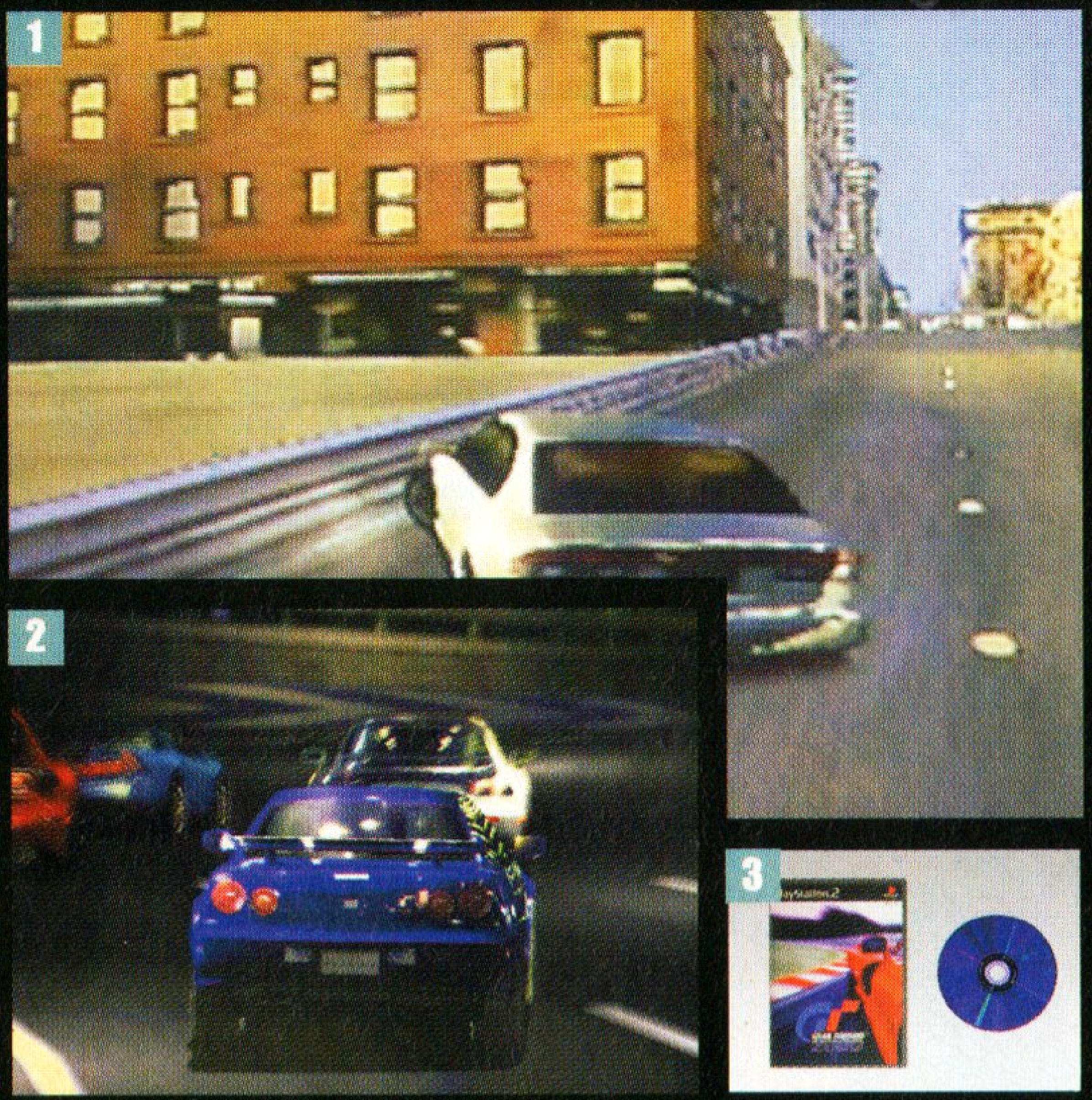
Future plans?

Sony plan to release a hard drive for the machine in two years time, then (and this is the clever bit) you'll be able to download videos, games or films via Cable – which is much faster than your standard Net connection.

Sounds great, but I still like my PlayStation. What'll happen to that?

As PS2 is backwardly-compatible there should be plenty of life left in the machine. With 50 million consoles sold worldwide Sony and third party developers are unlikely to just dump it overnight.





[1 – 2] *Gran Turismo 2000* will knock you sideways. We're talking genuinely photo-realistic (ie, ace) graphics. We've played the early demo and have to say that the handling was great but remarkably unchanged from the original game. [3] The PS2's packaging design is the same as that of DVD movies. And aren't those blue CDs just brilliant? Mmmm.

Furballs
The first of many Dreamcast games coming to PS2. Very good, apparently.

Grand Theft Auto
DMA are working on a PS2 version of the *GTA* series which will no doubt be miles ahead of the earlier flawed conversion.

Oddworld: Munch's Oddysee (and The Hand of Odd)
The developers claim that these are, 'the best games ever created'. Well, they would say that, wouldn't they? Having said that, though, they are bound to be rather good.

Onimusha the Demon Warrior
Capcom + horror = decent game, tons of money and a bunch of happy gamers.

Resident Evil
Now this is going to be brilliant. Big news coverage on this as soon as we know.

Wipeout
Mutterings are flying around about Psygnosis's first PS2 game. As Sony own Psygnosis and *Wipeout* is one of the most famous PlayStation games around, it's really only a matter of time.

Trickstyle 2
Trickstyle 1's a fantastic futuristic board game on the Dreamcast and the sequel could look even better… don't you think?

Powerstone 2
Cripes. And the first one's only just out on Dreamcast… Expect this to be even better.

Tony Hawk's Skateboarding 2
A favourite game of almost everyone we've talked to and an important game for the PlayStation 2's US and European launch.

Wild, Wild Racing
An off-road buggy racing game from Brit developers Rage.

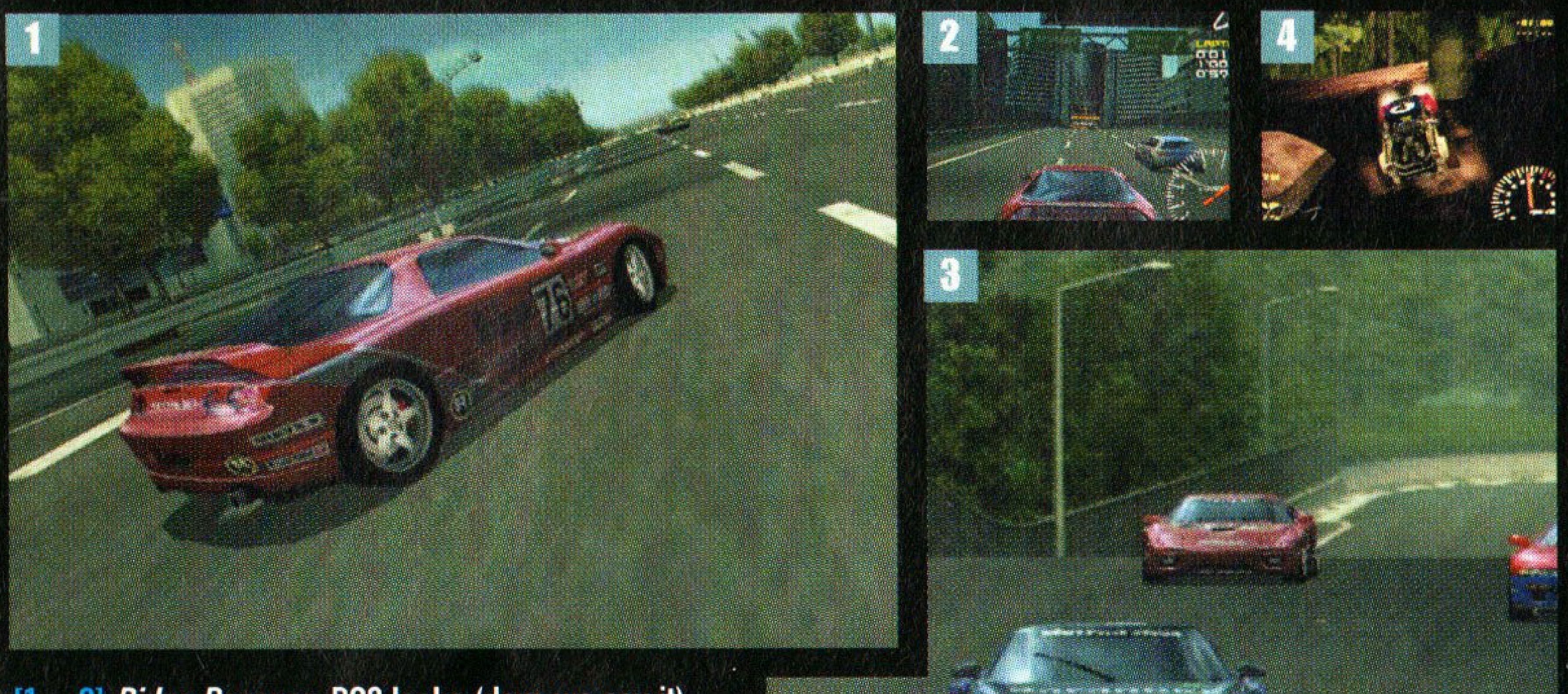
Road Rash
The return of riding around lamping folk with bats. Only this time even more realistic.

Spy Hunter
What a darned fine idea. The old classic gets beefed, repainted up and flung into the third dimension.

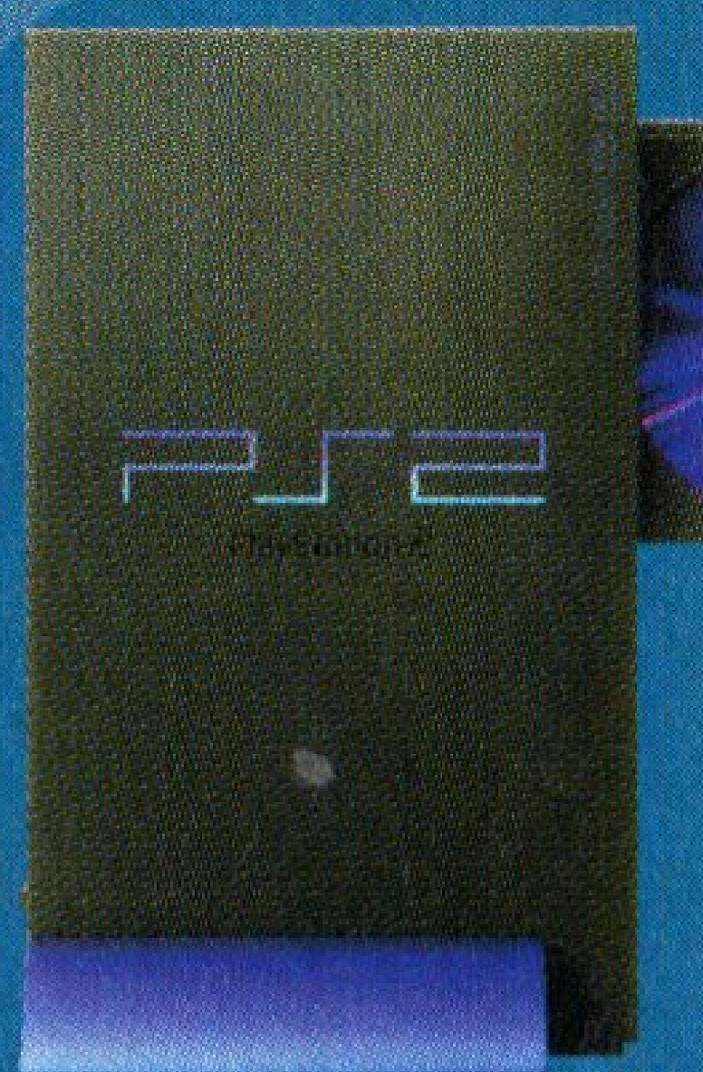
Tomb Raider
Possibly not *Tomb Raider* in name, but Lara will definitely be back for a jaunt.

Unreal Tournament
A game that received a massive welcome on the PC and is still touted as being able to give *Quake 3* a run for its money, and it's heading PlayStation2's way.

X-Fire
Pronounced 'cross fire', this is EA's first PS2 game and appears to be a third-person shoot-em-up with a notable heritage.



[1 – 3] *Ridge Racer* on PS2 looks (dare we say it) EVEN BETTER than *GT2*! You've GOT to see this moving! [4] *Wild Wild Racing* is the first off-roader.



Simply the Best

Okay, imagine a race. You've got the PlayStation2, Project Dolphin, Dreamcast and, just for a laugh, N64 and the old PlayStation all in a row. So who would win? Let's give them all legs and let off the starting pistol…

Graphical Ability
Basically, the more polygons the machine can handle, the better games will look. Think about how good *Gran Turismo*, *Tekken 3* and *Tomb Raider 4* look now with a meagre 360,000 polygons and imagine that over 50 times better. Good, eh?

1) PlayStation2	Around 20 million polygons per second
2) Project Dolphin	"As fast as our friends at Sony" Ninty Chairman Howard Lincoln
3) Dreamcast	Around 3 million polygons per second
4) PlayStation	Around 360,000 polygons per second
5) Nintendo 64	Around 150,000 polygons per second

Verdict
Not unsurprising, really, but the gap between the PlayStation2 and Dreamcast is a lot larger than most of us would've believed. Oh, and Nintendo claim that 'Dolphin' will be as powerful as the PlayStation2. Please try to believe them.

Memory
We've dealt with how things look, now it's time to turn our attention to the amount of memory the machines have. The more memory they contain, the more info they can hold and the bigger games they can produce. Memory's expensive, though, so the more you have, the more expensive your console becomes.

1) PlayStation2	32MB Direct Rambus RAM
2) Project Dolphin	Unannounced, but apparently comparable to PlayStation2
3) Dreamcast	16MB (plus 8MB Video RAM and 2MB Sound RAM)
4) PlayStation	2MB (plus 1MB Video RAM, 512KB Sound RAM)
5) Nintendo 64	4MB (plus parity) Rambus D-RAM (expandable to 8MB)

Verdict
Once again Nintendo are comparing their machine to PlayStation2 and, given that the cost of memory's falling all the time, there's no reason why Nintendo shouldn't easily be able to match Sony and should, ideally, better them.

Speed
All the talk of Megahertz may seem about as gripping as photocopying the Bible, but I promise you it's really very interesting. It's all very well having a machine capable of belching up trillions of polygons, but if the speed ain't there, then any game you produce may look wonderful, but the gameplay's bound to be awful.

1) Project Dolphin	400MHz	128-bits
2) PlayStation2	300MHz	128-bits
3) Dreamcast	200MHz	128-bits
4) Nintendo 64	93.75MHz	64-bits
5) PlayStation	33.86MHz	32-bits

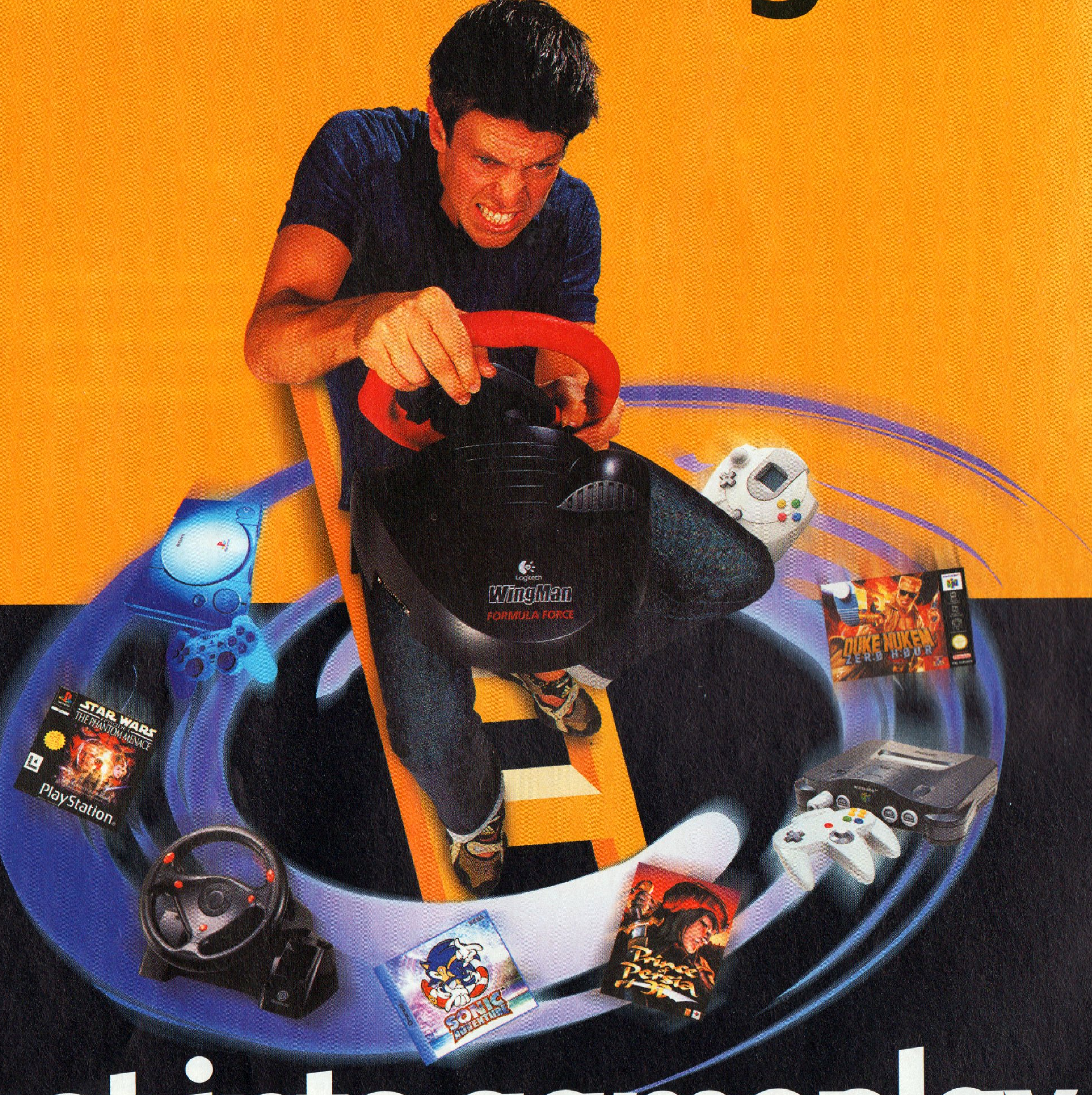
Verdict
300MHz may not seem like a lot (bearing in mind that an average PC nowadays has around 500MHz of power) but remember that it's the extra graphics chips that take on a lot of the work and just looking at the PlayStation's tiny speed is proof of that – 'cos it ain't no slouch. With a whopping 400MHz, it's Nintendo's machine that wins here.

The Winner?
With a whole year between the Japanese launch of the Dreamcast last November and the PlayStation2 (March 2000), the Sony machine was bound to be more powerful, but how much better is it likely to be? Until we've had a closer look at it, it's difficult to tell.

Nintendo are obviously hoping for big things for the Dolphin console and even if it does manage to equal or even better PlayStation2, it's unlikely to have the same amount of developer support. And, of course, there's the small matter of the backward-compatibility to consider. What other console can claim to be launched with a back catalogue of the size of the PlayStation's? Not many, I'll warrant.

Well, just one actually. The PlayStation2…

mad about life serious about games


Logitech
WingMan
FORMULA FORCE
STAR WARS
THE PHANTOM MENACE
PlayStation
DUKE NUKEM
ZERO HOUR
SONIC ADVENTURE
Prince of Persia 3D

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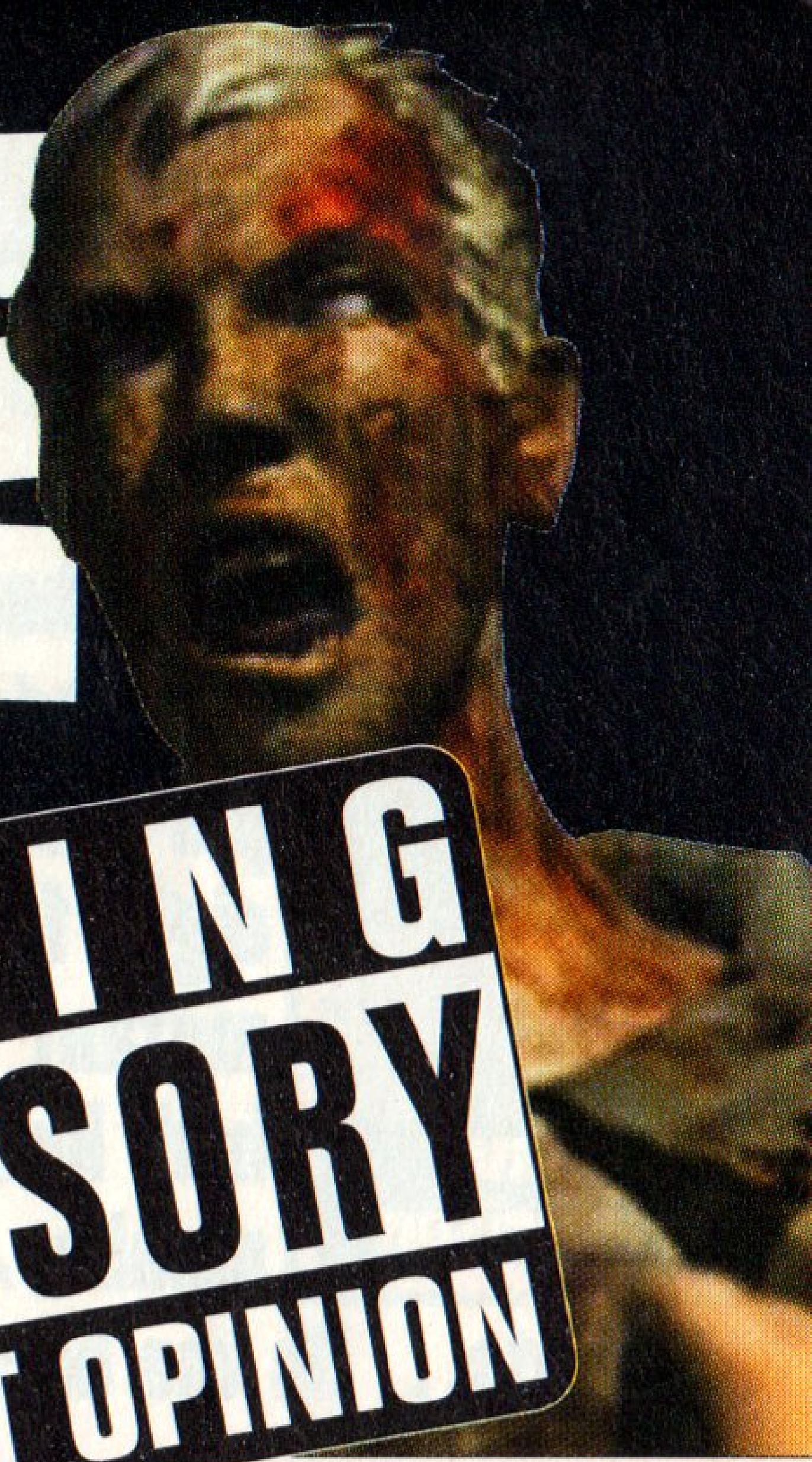

GAMING ADVISORY EXPLICIT OPINION

BRITAIN'S MOST EXHAUSTIVE REVIEWING AREA!

RESIDENT EVIL 3

GAMING MASTERPIECE!

Resident Evil 3 (PSX) 76
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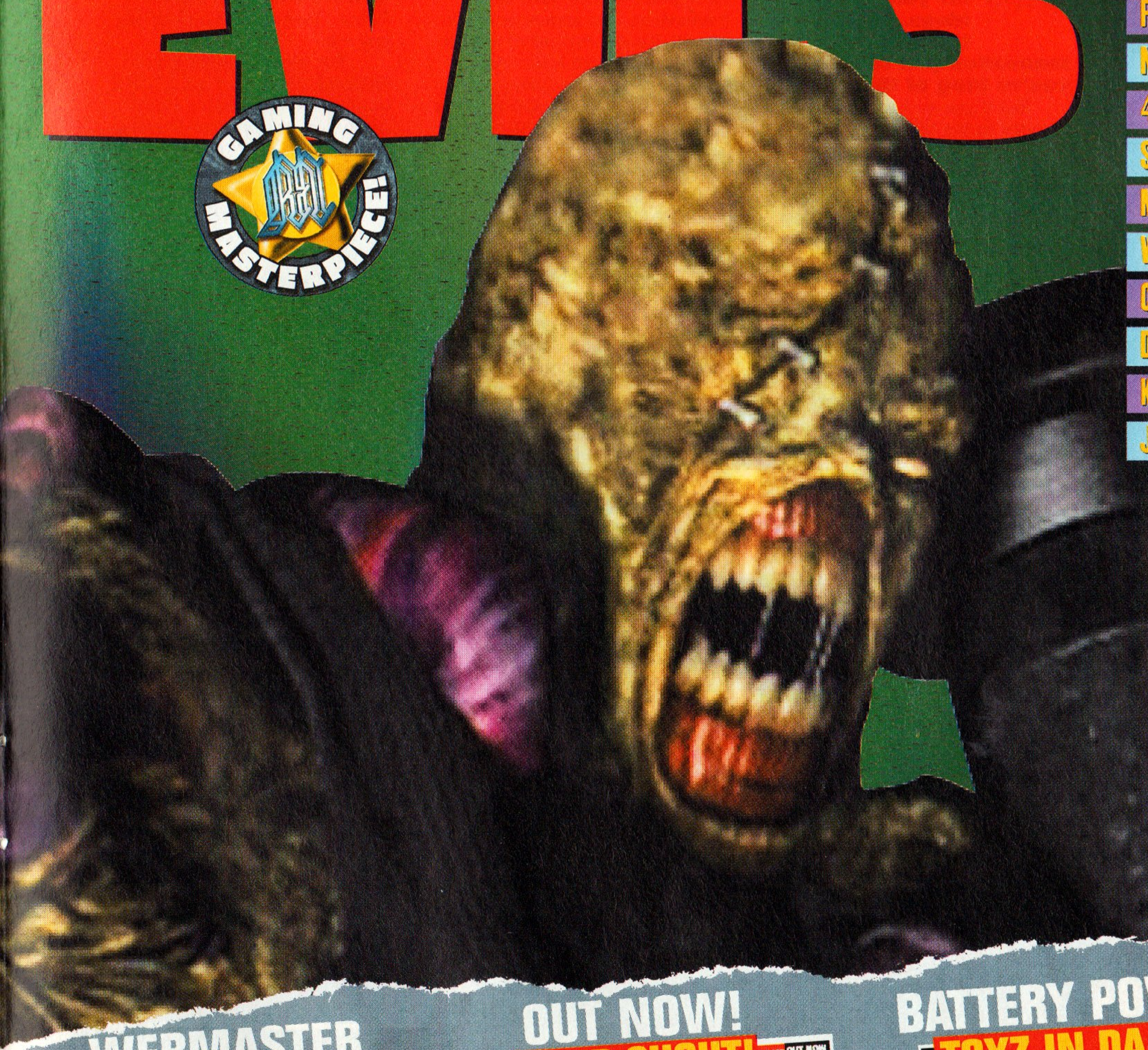
Jade Cocoon (PSX) 112



FEAR STABS BENEATH YOUR SKIN AS THE RESIDENT CHILLER TAKES CONTROL!

PlayStation

page 76

WEBMASTER

SURF THE GM WAY!

p123

OUT NOW!

YOUR SHOUT!

p114

BATTERY POWERED

TOYZ IN DA HOOD!

p116

G-MAIL

YOUR LETTERS ANSWERED

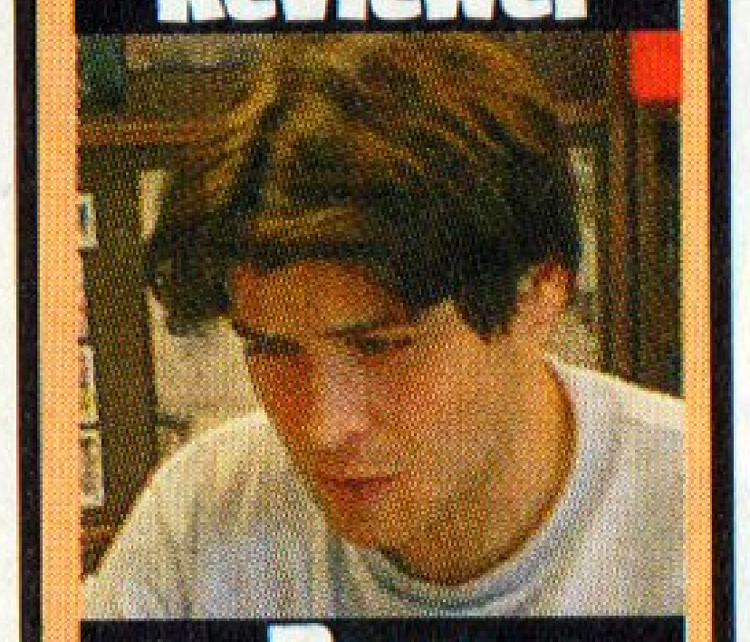
p126

GO APE! THE LATEST ADD-ONS GRIP CHIMPED!: PAGE 118

DATA ▶ FORMAT REVIEWED: PLAYSTATION PRICE: £40 OUT: NOVEMBER

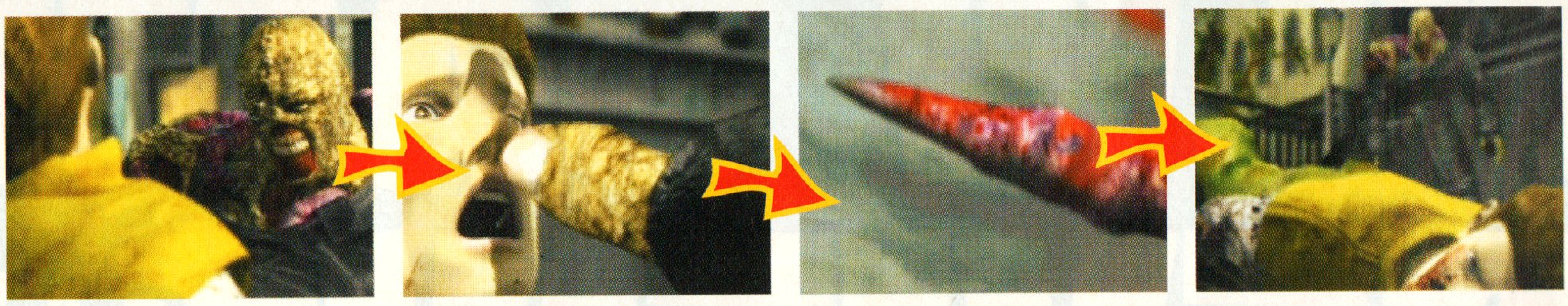
PlayStation

Reviewer



Dave Harrison

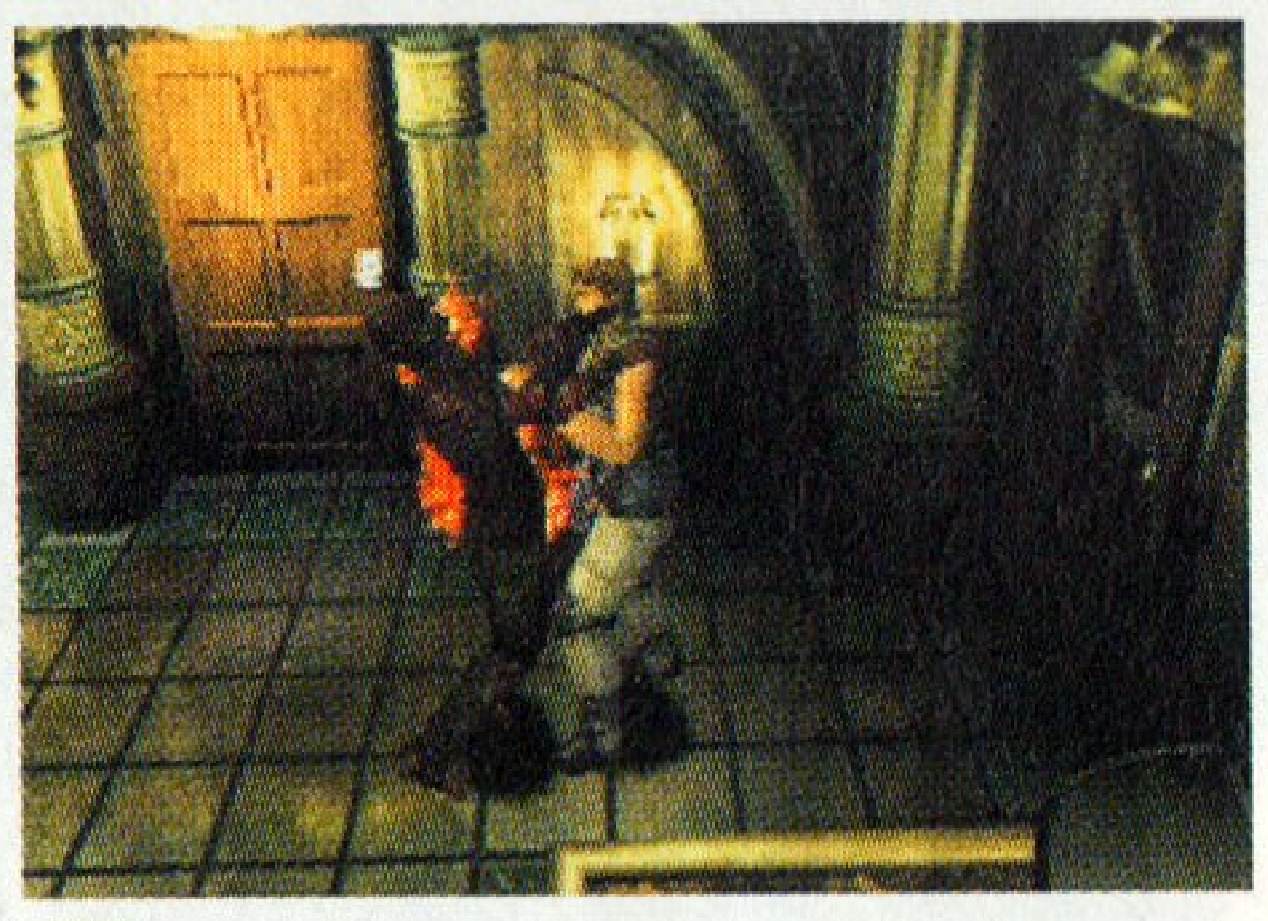
Trapped in a zombie drenched, burning city pursued by a eight foot mutant with a rocket launcher is bad. But wearing an off the shoulder number, in sky blue, with knee high boots... Oh the horror! (Sniffle.)



RESIDENT EVIL 3: THE LAST ESCAPE

There is only so far you can take ideas. Riding on the crest of initial innovation you feel that you're king of the world.

But if you surf your ideas all the way to the beach you'll just end up with sand in your face. Occasionally you can take a good idea too far. I mean, just look at what happened to Transformers. So where do you draw the line?



Every games developer throughout history have asked themselves – to sequel or not to sequel. It's like the call of nature. And now Capcom have once again answered the calling and waded their way through the guts, flesh, sinew and slime to return to Raccoon City. Home of The Raccoons! (Not really.)

LADY KiLLER!

Once again our heroine is the lovely Jill Valentine the undead slayer of the first *Resident Evil*. After only just surviving the original game, she is slightly miffed that the Raccoon police believe she's a big fibber with her tales of giant spiders and flesh eating zombies and have no interest in investigating Umbrella. What doesn't help, of course, is the fact that all the evidence went up with the mansion and the Police Chief is on the Umbrella pay roll.

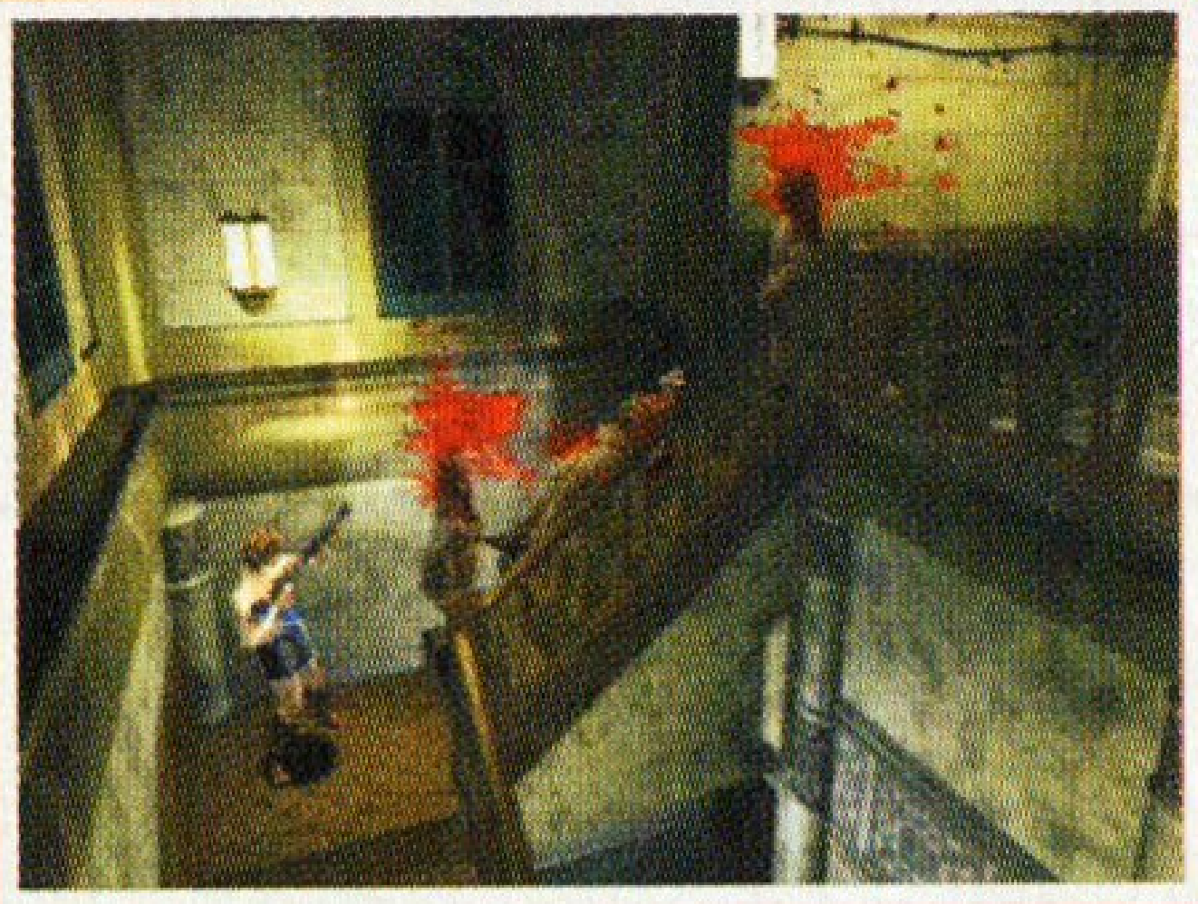
The other survivor, Chris Redfield, has joined the STARS investigation in Europe, so Jill decides to resign from the team and leave town. But this is easier said than done as the T-virus has hit the city turning the population of Raccoon into those flesh eating scruffy types. And so the *Last Escape* begins.

EXTRAORDiNARY

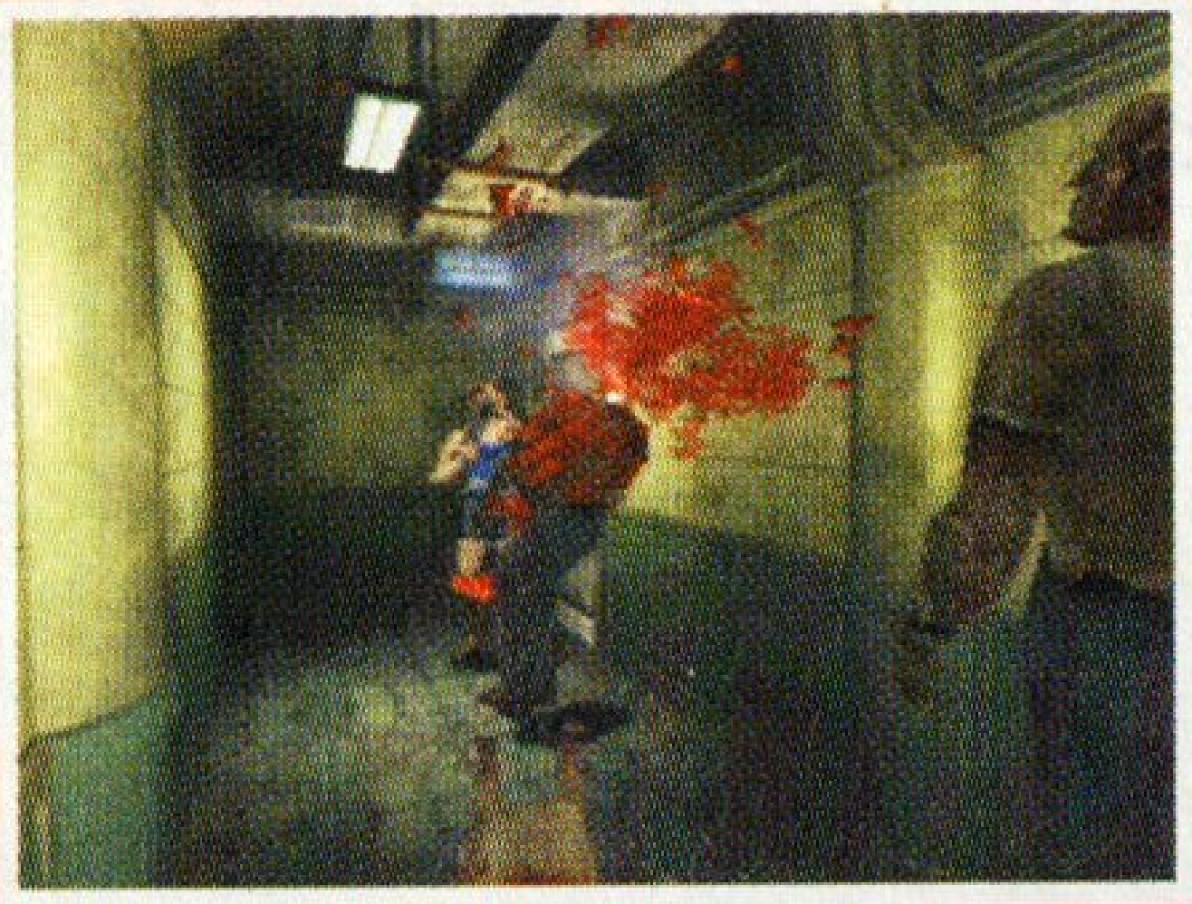
In keeping with the game franchise of springing the unexpected, this is no ordinary sequel. Rather than starting immediately after the events of *Res Evil 2*, it is wrapped around the first sequel's time line. (It actually starts 24 hours before

1 BLOOD BATH!

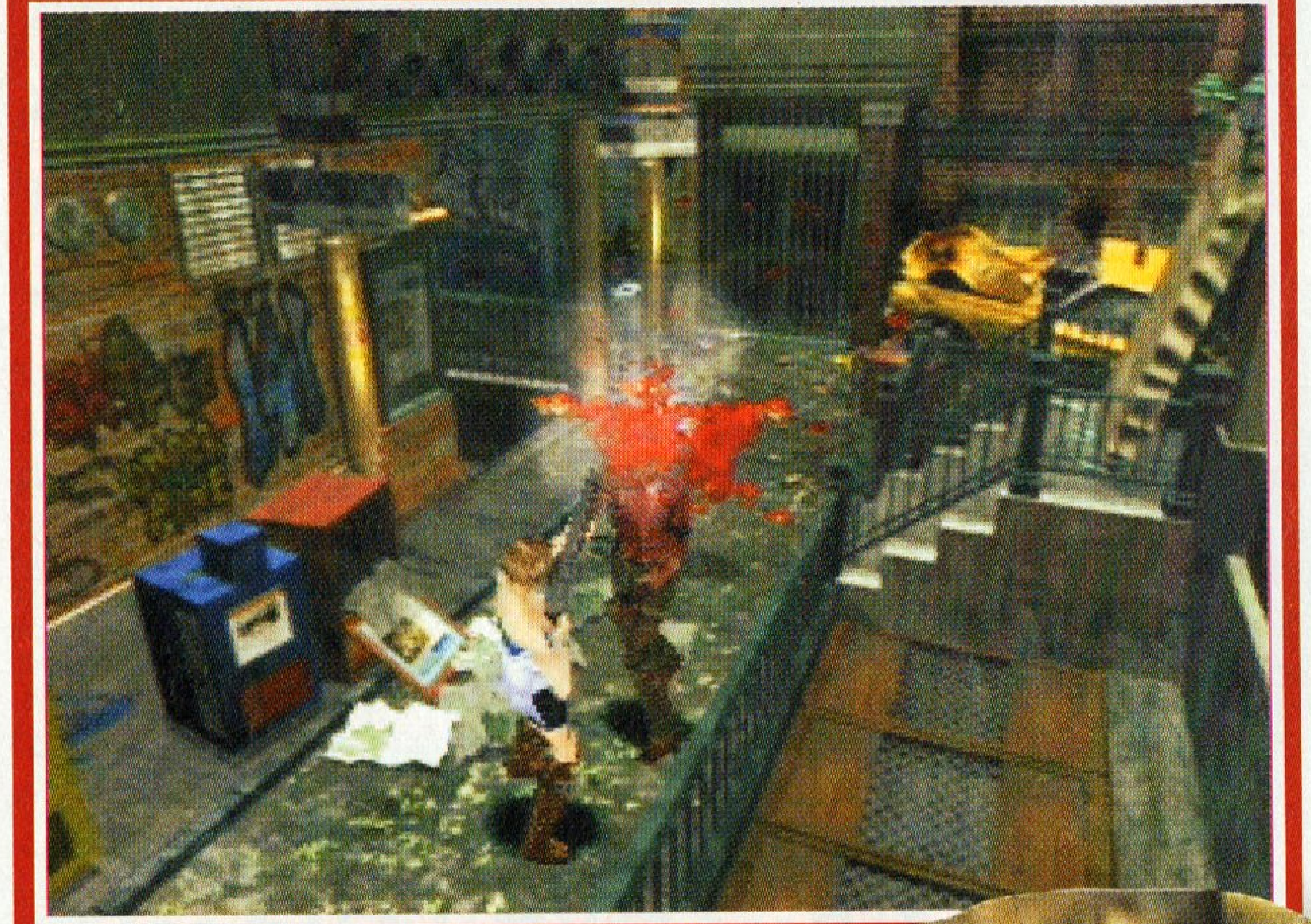
There's nothing so sweet as letting the zombies come right up to, letting them feel they've got a chance. Mmmm, they can almost taste you. And then bang. Eat that lanky!

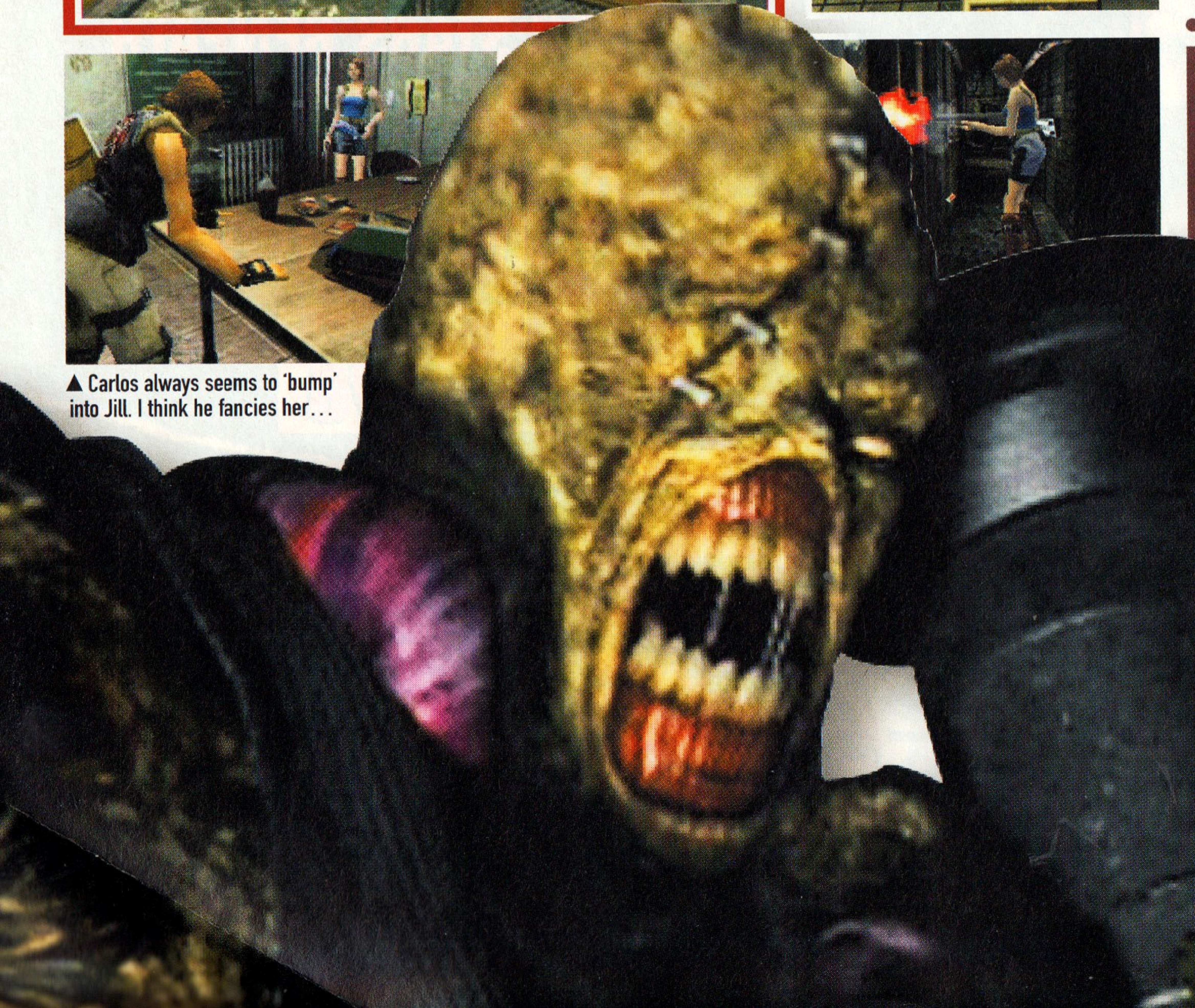


▲ I'm not one to brag, I'm not one to boast, but this is the sweetest shot ever.



▲ As well as being spectacular, this is the best way to clear zombies.

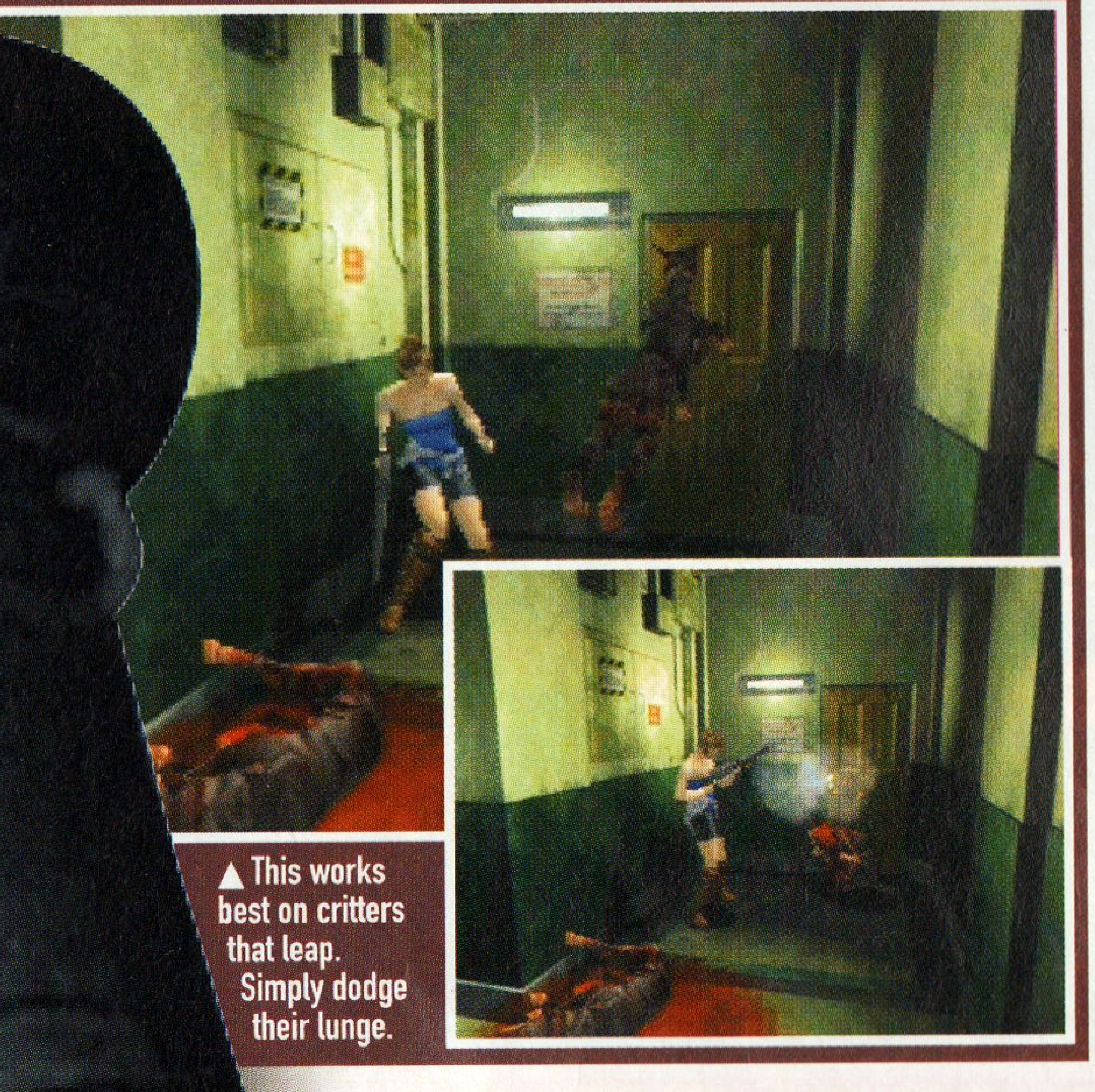




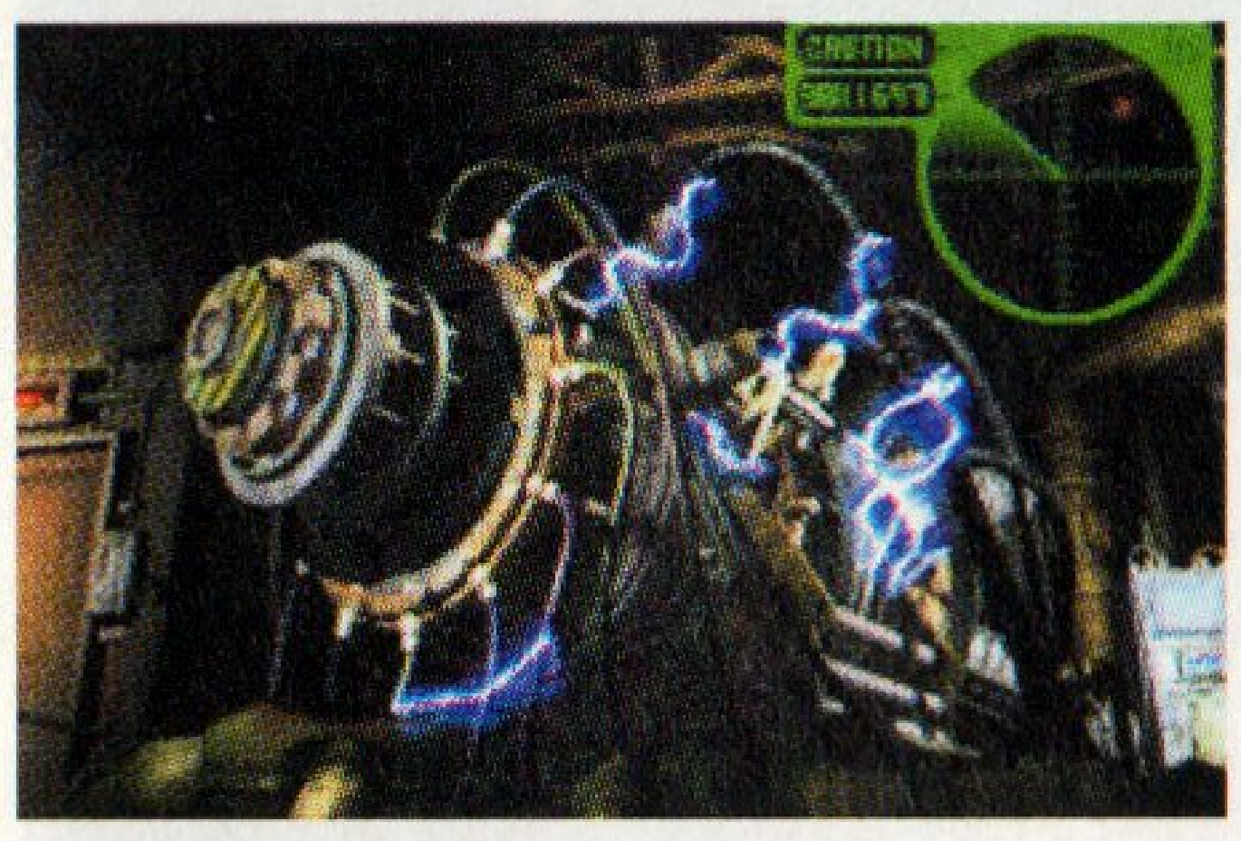
▲ Carlos always seems to 'bump' into Jill. I think he fancies her...

2 GROOVY!

Jill is a bit more nimble this time and comes complete with an impressive side-step manoeuvre. It's just a step to the left, then a step to the right. Then after the pelvic thrusts shoot the ugly in the back of the head. Punished!

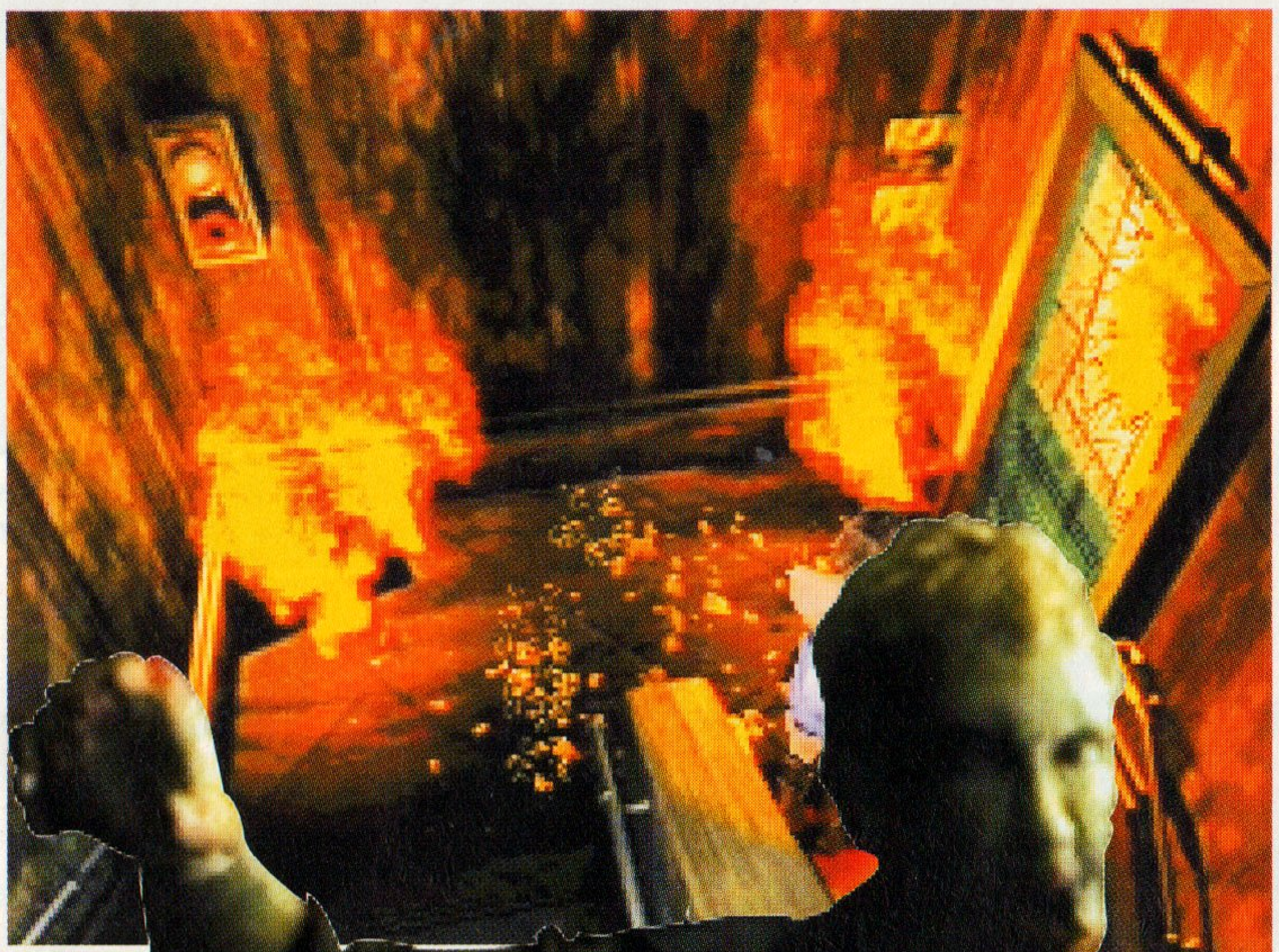


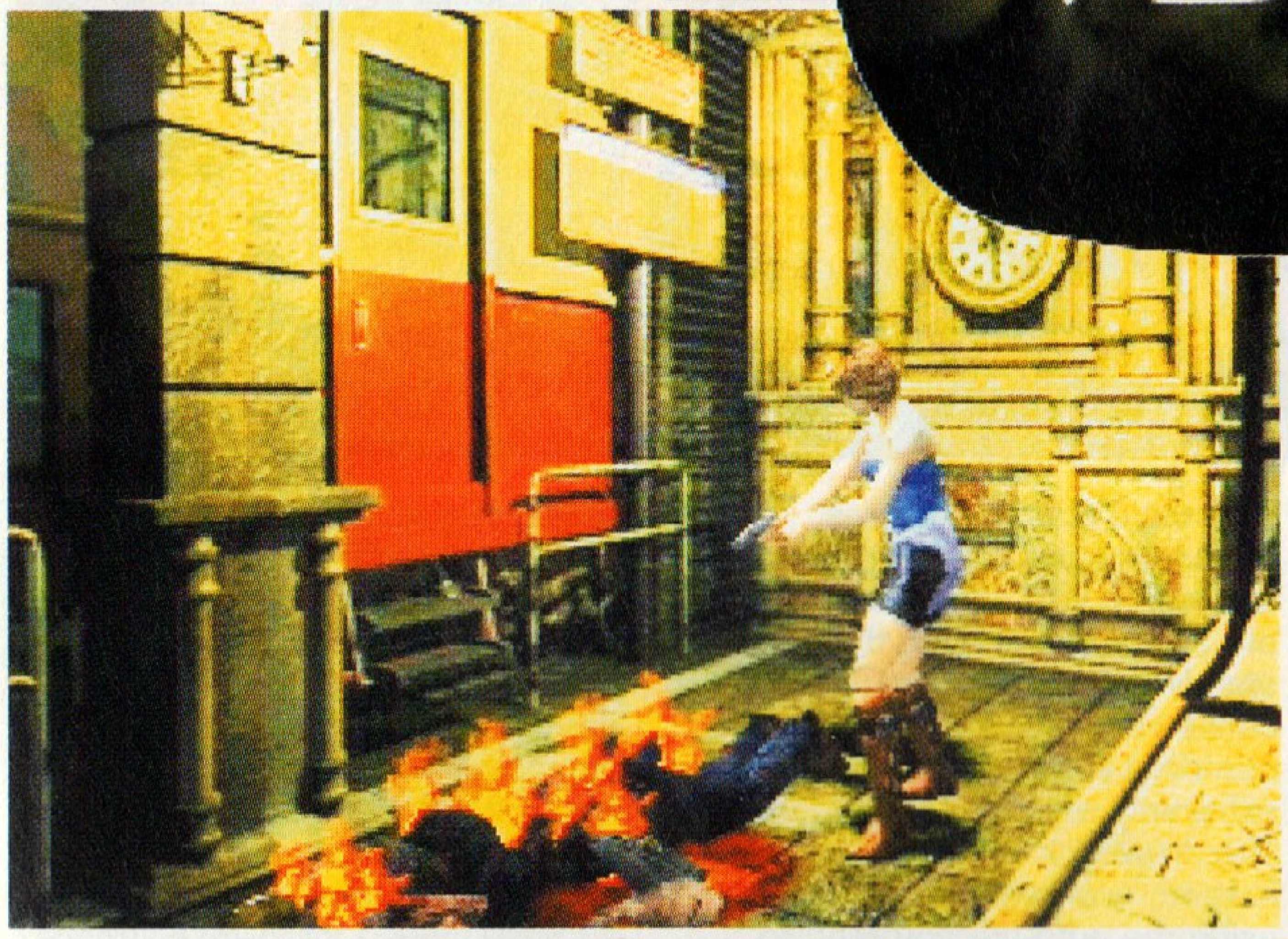
▲ This works best on critters that leap. Simply dodge their lunge.



▲ A huge Railgun – THE choice for fighting mutant bio weapons.

▼ You'll know when the zombies are dead when they start twitching.





Leon and Claire get involved and ends 24 hours later leading to several plot overlaps.) For instance, early in the game you come across Brad Vickers (who was the helicopter pilot that rescued Jill in the first game) being attacked by a zombie. Despite filling the undead full of lead, fans of the series will know he hasn't long to live – as he turns up in *Res Evil 2* as a zombie.

PLOT

As you continue playing you find that the plot is laced with these subtle touches as the two stories are woven together. This illustrates the intelligence behind the game which separates Capcom's work from the multitude of imitators. Since the B-movie labouring of the original, the plot has gathered both momentum and ambition. While the self aware campness and underlying fun quality remains, the growth of Umbrella from a mysterious bunch of nutty scientists into a menacing global presence has elevated the atmosphere beyond schlock to genuine paranoia and fear.

NEMESIS

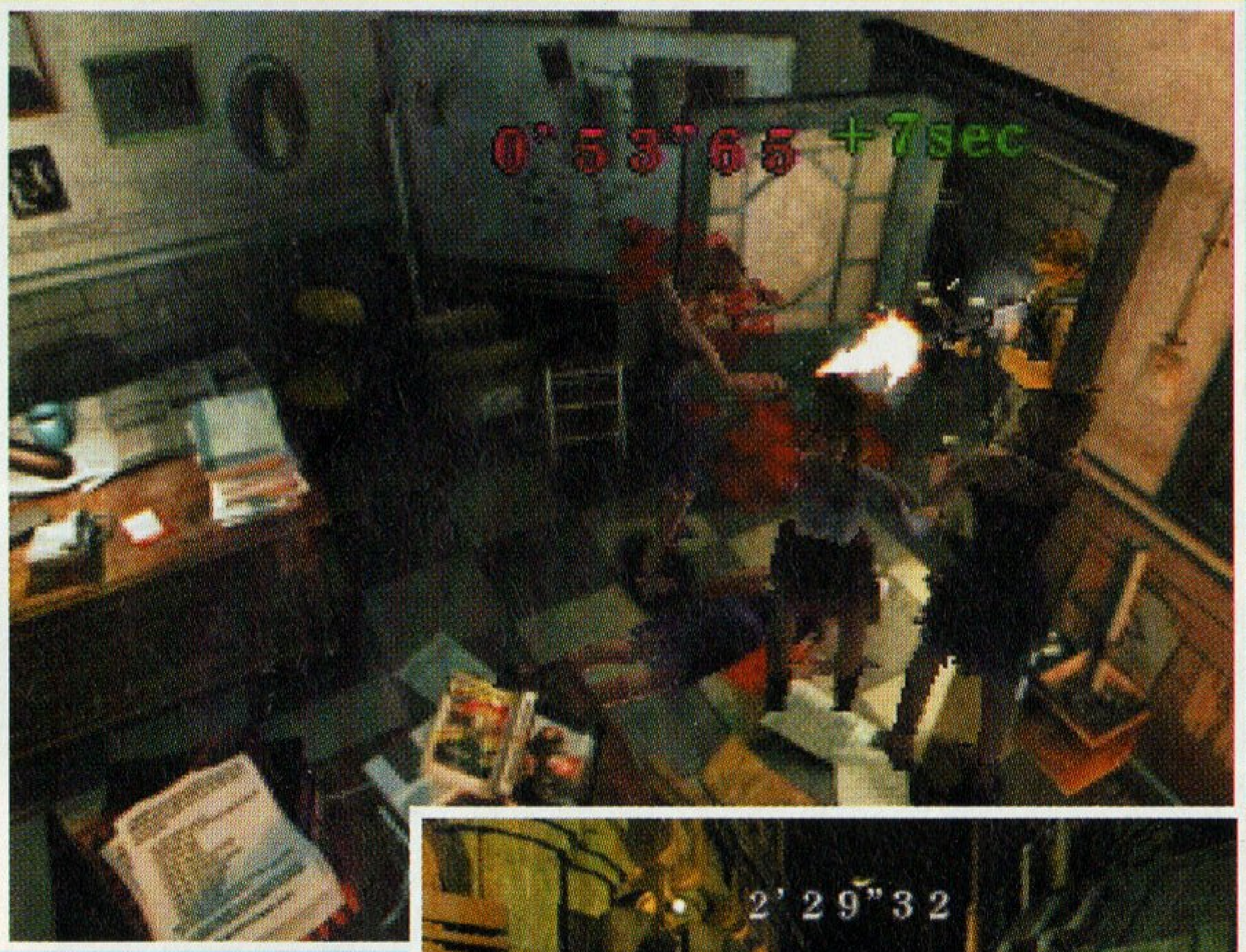
A key element in generating this tension in both the plot and the gameplay is the Nemesis. He is a mutant killing machine that is systematically taking out the STARS team. Not only is he stronger and faster than Jill, he also carries a rocket launcher. He continually chases Jill throughout the game, bursting through the windows while the streets of Raccoon rumble with heart-

skipping effects. Much like the T-1000 in Terminator 2, Nemesis is relentless in his pursuit and focused on your complete destruction. Consequently, he doesn't let a closed door or loading screen stand in his way. Unlike the zombies, who have good reason to fear for their own safety when Jill appears packing her piece, the Nemesis is virtually indestructible until you have some serious hardware. The only option is to run and rely on your wits. This is survival horror at its purest. You have become the hunted. Even when you have cleared the

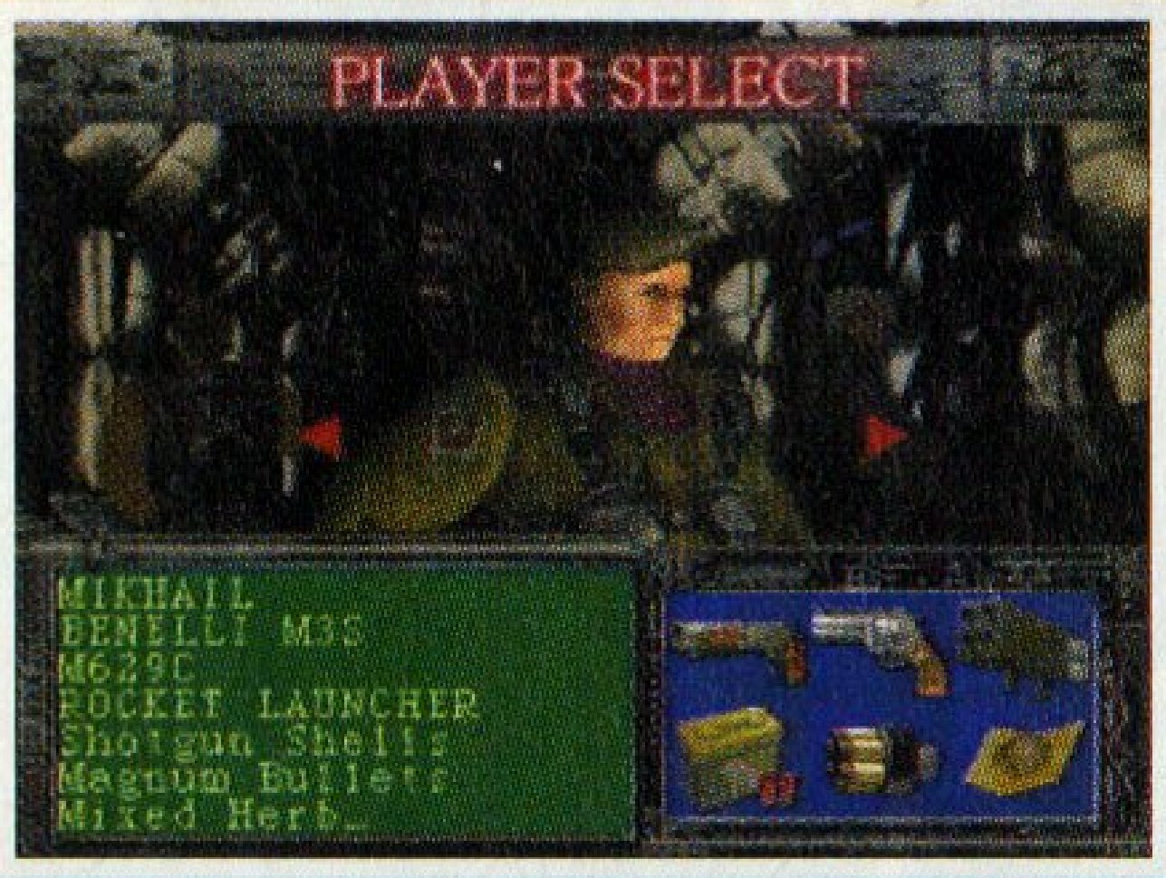
➜

3 DAY OF THE JACKAL!

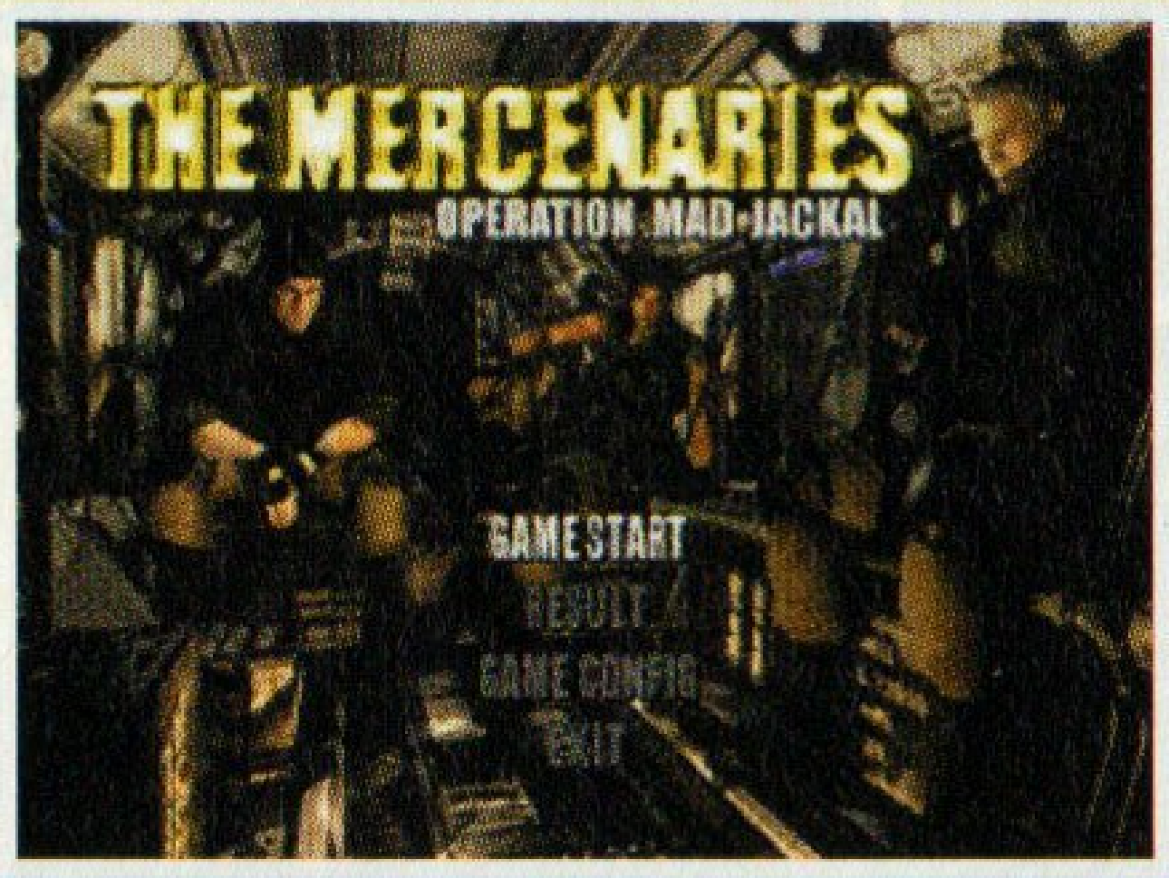
Once you've managed to complete the game the action still continues with the inclusion of a hidden mini game starring the mercenaries that Umbrella hired to clear up their mess. The objective is to get from the cable car to a target area in the city. To motivate you to get there quickly you have a bomb strapped to your back which is set to go off after two minutes. You can gain extra seconds by slaughtering the various nasties that come your way and find extra health if you save a few innocent civilians. The real object of the game is to earn money to a buy infinite ammo, a machine gun, a gatling gun, or a rocket launcher which can be used next time you play the main section of the title.



▲ Rather than running around puzzle solving, you're Charles Bronsan for two minutes. Enjoy.



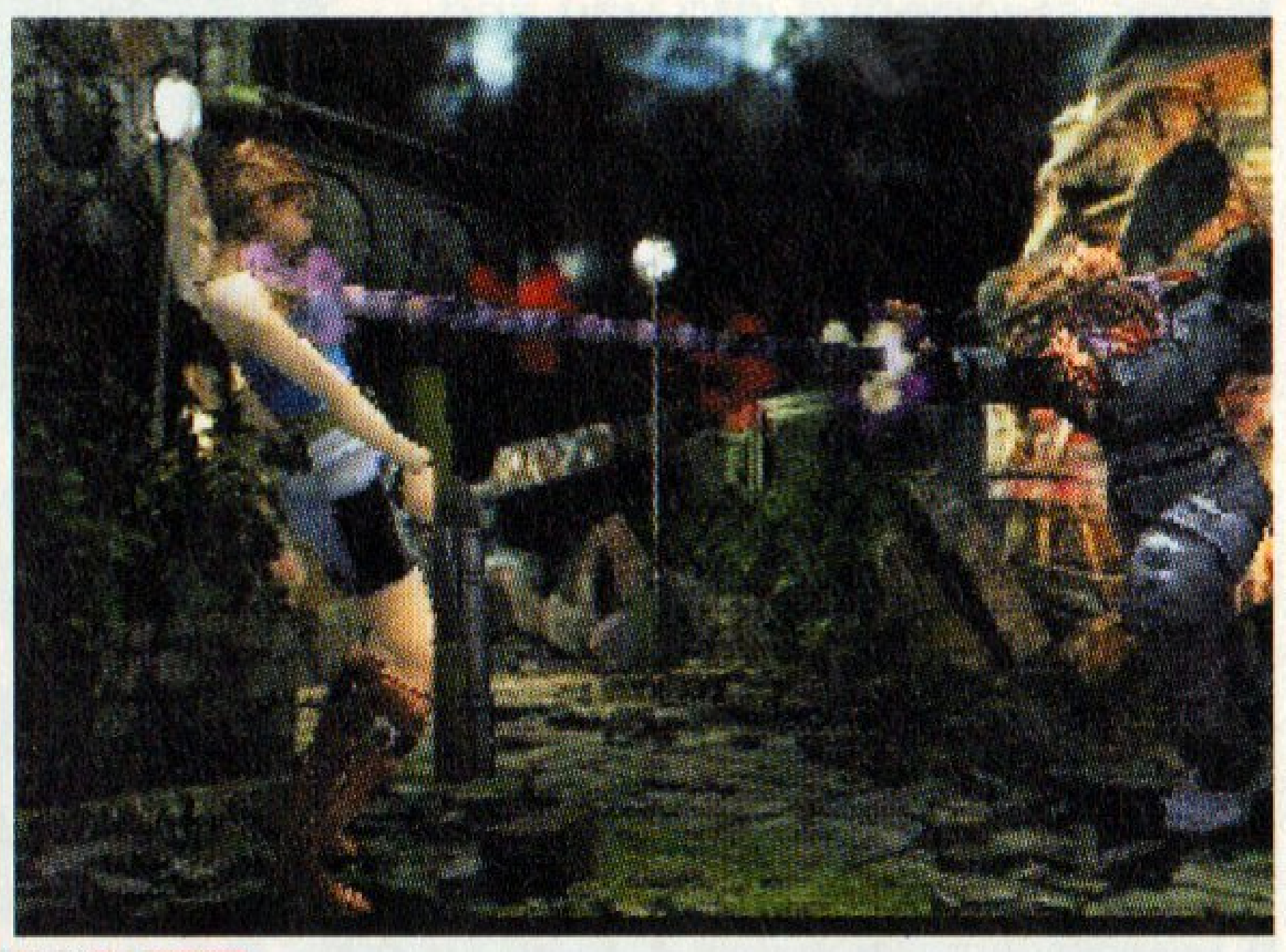
◄ All the soldiers have a different selection of weapons. But beware that there is only a finite amount of ammo so make sure you use it wisely.



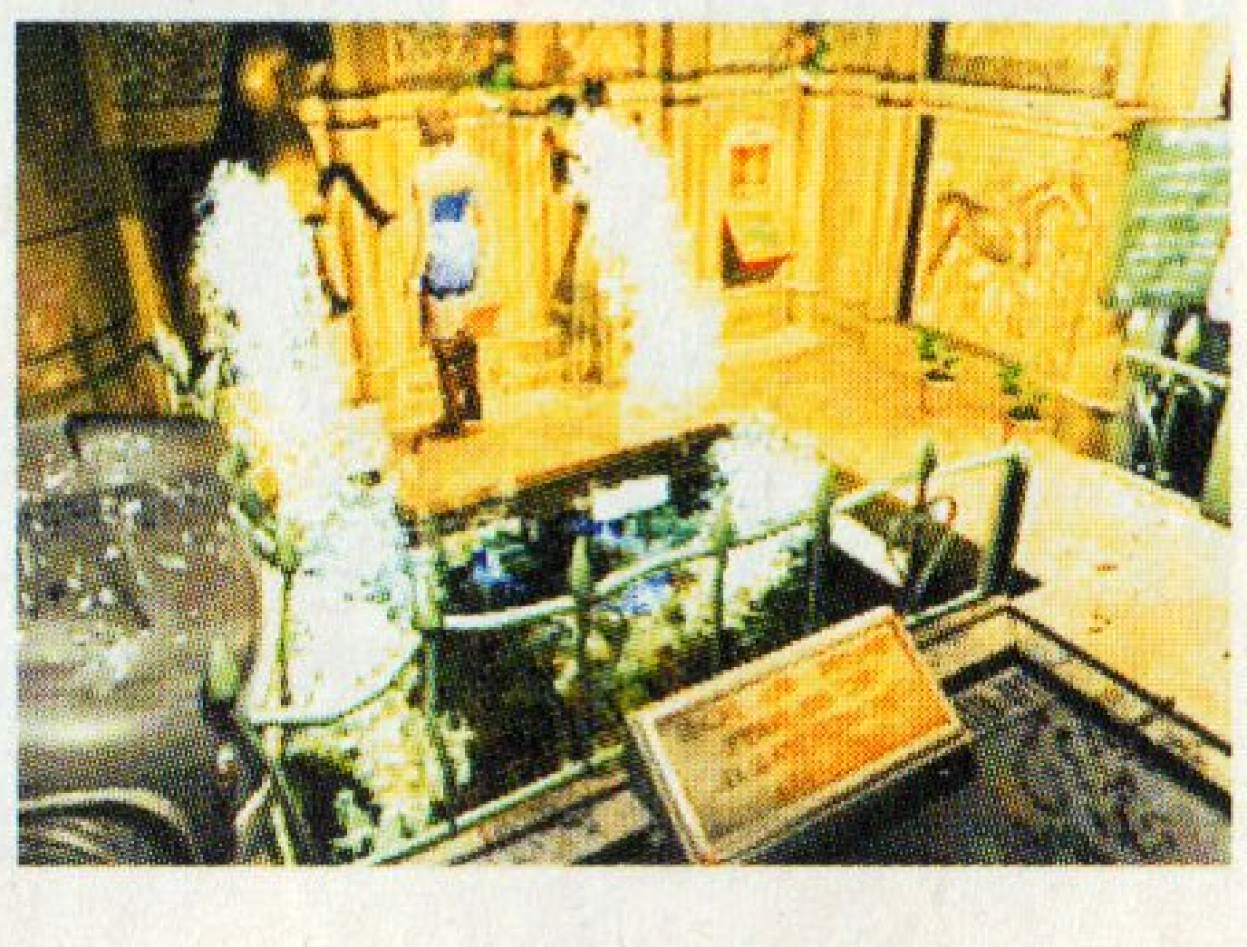
▲ Once you've finished the game, save it and complete the missions until you have enough money for weapons.

▲ If you take a few detours you can find innocent civilians who will buy you present if you successfully rescue them.

▲ You might have thought a zombie's a zombie'. Right? Wrong. You can get lady zombies, spitting zombies, dopey zombies, quick zombies, burning zombies. But all must pay!



▲ Nemesis is as mass of T-virus infected tentacles. Keep your distance or else.



DATA▶

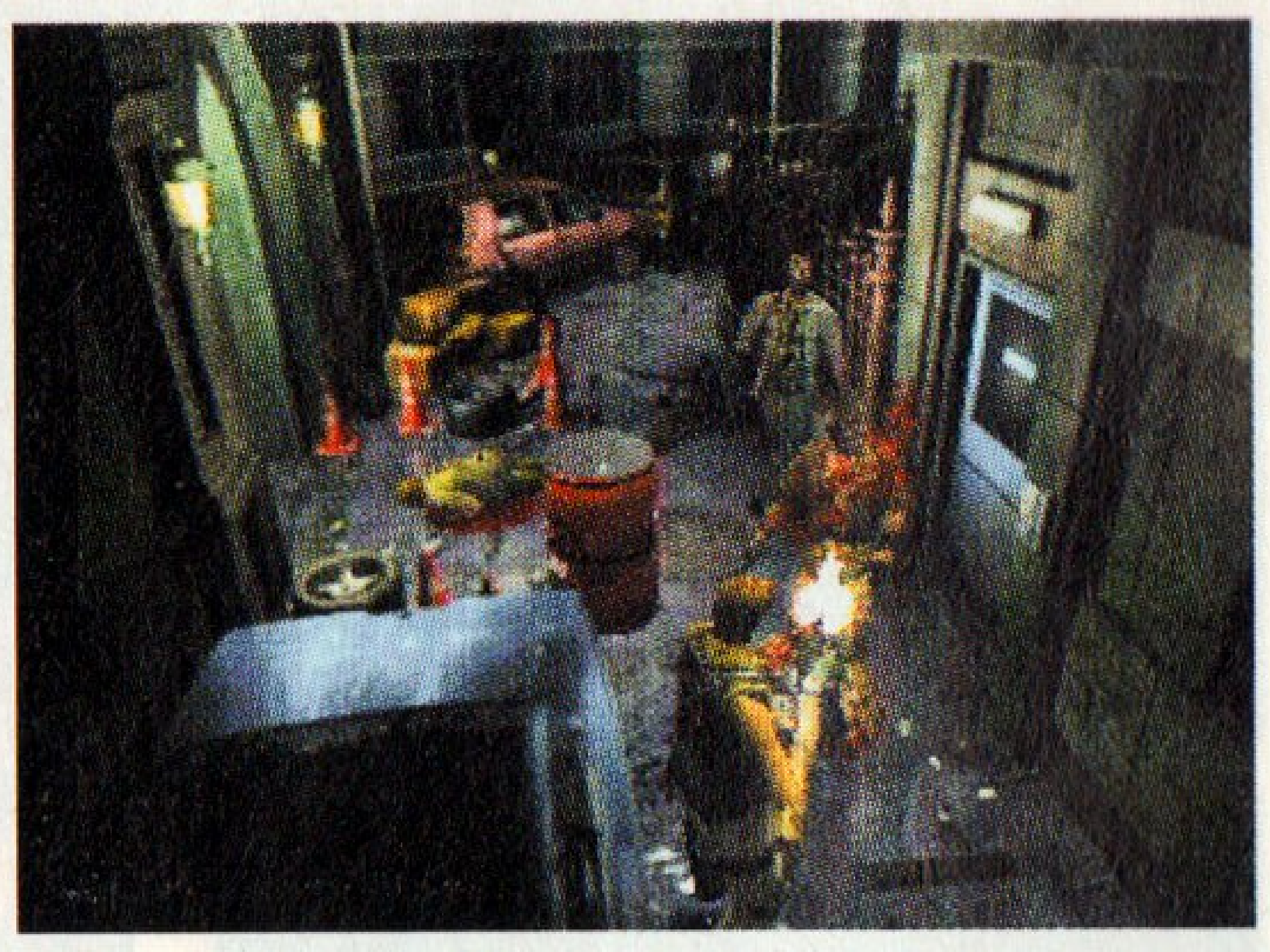
WEAPONS: 7
PLAYABLE CHARACTERS: 4

ZOMBIES: LOADS
SPIDERS: TOO MANY

FIGHTING NEMESIS: 3 TIMES
FIGHT GRAVEDIGGER: 2 TIMES

▲The Nemesis is such a fantastic looking enemy that it's really disappointing when he turns into a big mess.

▲Jill can take quite a bit of damage before she drastically loses health.



▼Now that's what I call a 'Hot Dog'. I also call a Weiner in a long bun a 'Hot Dog' as well.

streets of zombies the threat of Nemesis is constantly with you, giving the experience a uneasy edge which never lets you relax.

GAMEPLAY

The weakest element of the title's make-up is the gameplay. If you look at the three games in a cold light you have a character that can run, shoot, pick-up and not much else. Compared to the flexible and dynamic Solid Snake or Lara, the STARS team members have always been fairly unspectacular. This time around there a few new moves. While Jill isn't all singing and dancing she can now sidestep. Holding down the auto aim (R2) as you are attacked you can out flank creatures that leap, enabling you to shoot as they're facing the wrong way. This brings an extra dimension to the combat action and enables the developers to be far more severe with the zombie portions. Up to nine can appear on screen at one time and you need all the moves you've got to make any sort of head-splatting headway.

Not only are the zombies superior in numbers to the first two games, they are much faster, staggering into you and soaking up an alarming amount of bullets before they hit the deck. Fortunately, if you're careful with ammo you should never be caught short. Another feature that helps save ammo are several shootable scenery fixtures. Detonating the odd barrel or red box with a well aimed shot wipes out anything and everything standing in the vicinity. These are conveniently placed at the end of corridors leading to some extremely explosive set pieces. The drawback with this new feature, however, is that when using the auto-fire you tend to target the barrel on the other side of the room rather than the angry hunter taking lumps out of your face. For a game that is so slick in from start to finish this frustrating blip sticks out rather.

SHORT

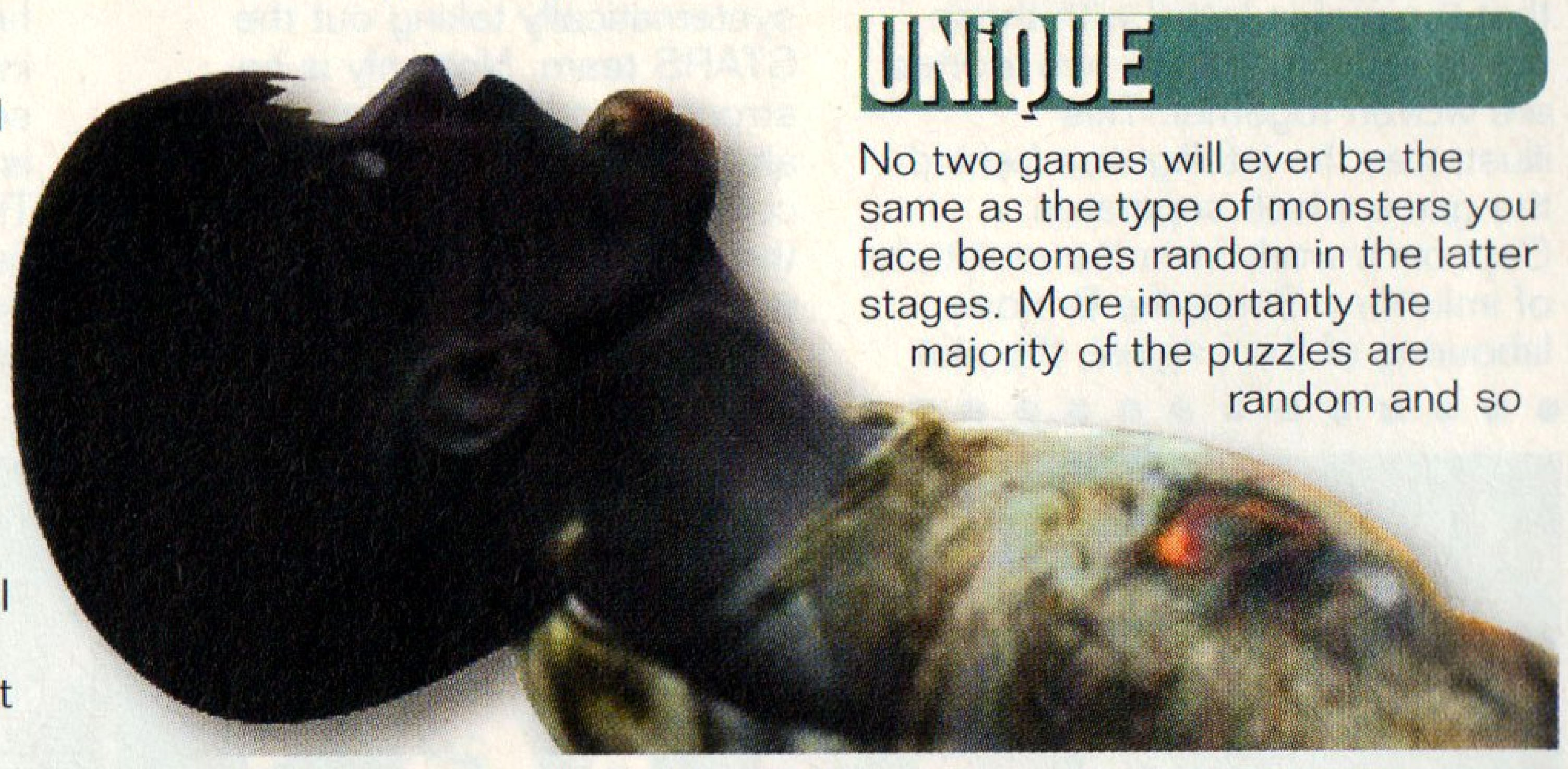
Resident Evil 2 came under criticism for being a bit too short. This could again be levelled at number three. To complete this it should take you no more than a few days determined play. But as the game design is so precise, the action seems to come to a perfectly natural conclusion.

Unlike *Metal Gear Solid*, which got our hopes up with the inclusion of a second disc only to dash them with the 15 minutes gameplay it offered, *Res Evil 3* keeps it tight with the ending signalled well before the final battle so you are in no way surprised when the climax arrives.

What was a major draw of the first two titles was the amount of replay value the games had (ie, the fact that the two selectable characters had different paths through the game). With *Res Evil 3* this is not the case. You do get to control two characters as Umbrella mercenary Carlos takes over surviving the horror halfway through the game. But his participation is brief and amounts only to an added extra. So Capcom have tinkered with the main game to inject necessary replay variety.

UNiQUE

No two games will ever be the same as the type of monsters you face becomes random in the latter stages. More importantly the majority of the puzzles are random and so



4 ALRiGHT GORGeOUS!

You're never alone while you got smiler here intent on wiping out the STARS team. He don't care if you've resigned.

▲I swear, only a mother could love a face like that..

►Even though you meet several times, it's best if you save your ammo for the big, set-piece confrontations.

5 POP GOeS THe eViL!

There many ways to skin cat. Similarly, there are many ways to kill a zombie. Shooting a explosive barrel is one and it's particularly handy if there are a party of five coming at you.

▲Steam! (Steam) Can you feel it baby? Outside it's raining but inside it's wet.

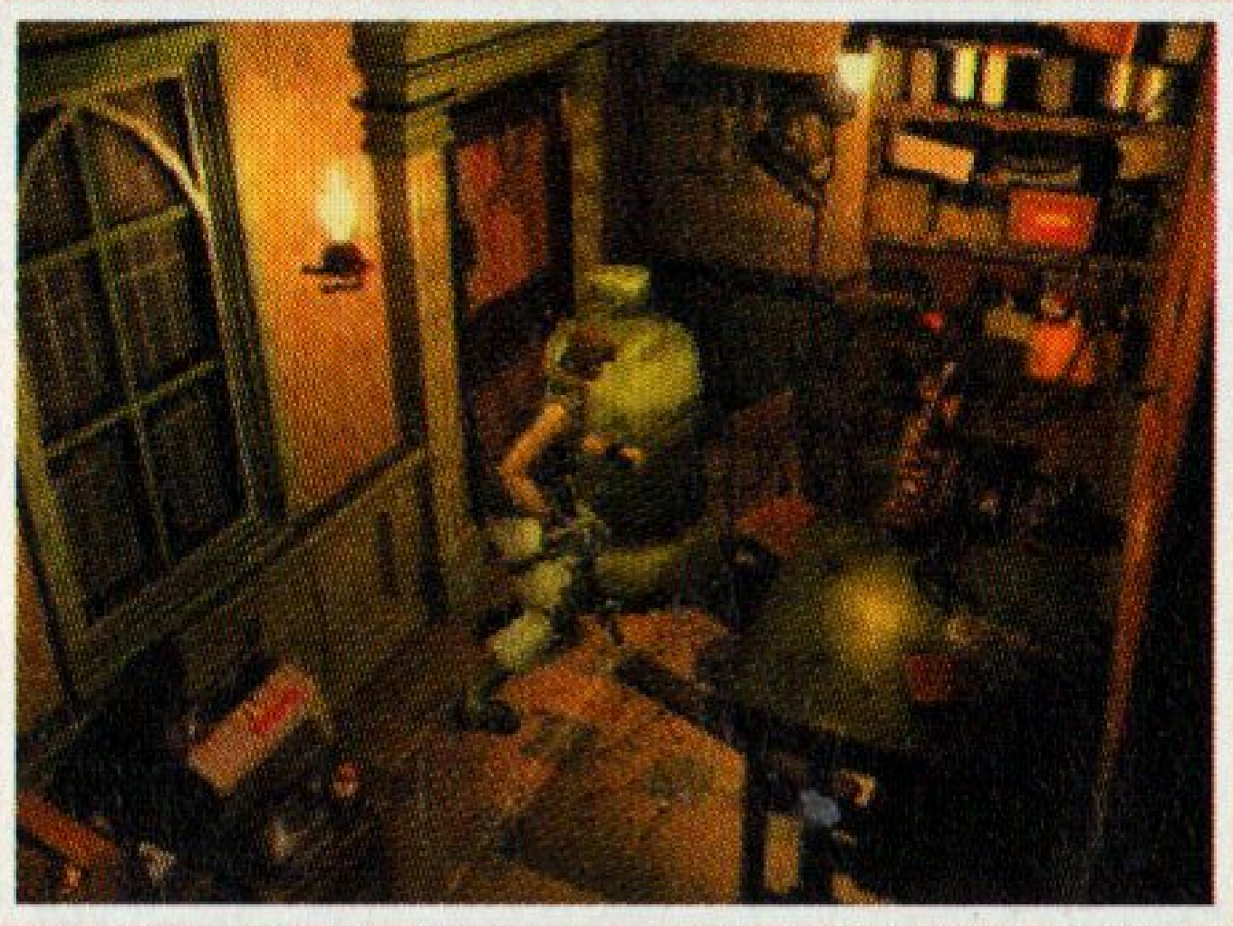
▲Once you get your angles right you can do some serious damage with a drum.

▲If you time your one shot well enough you can save yourself a lot of ammo.

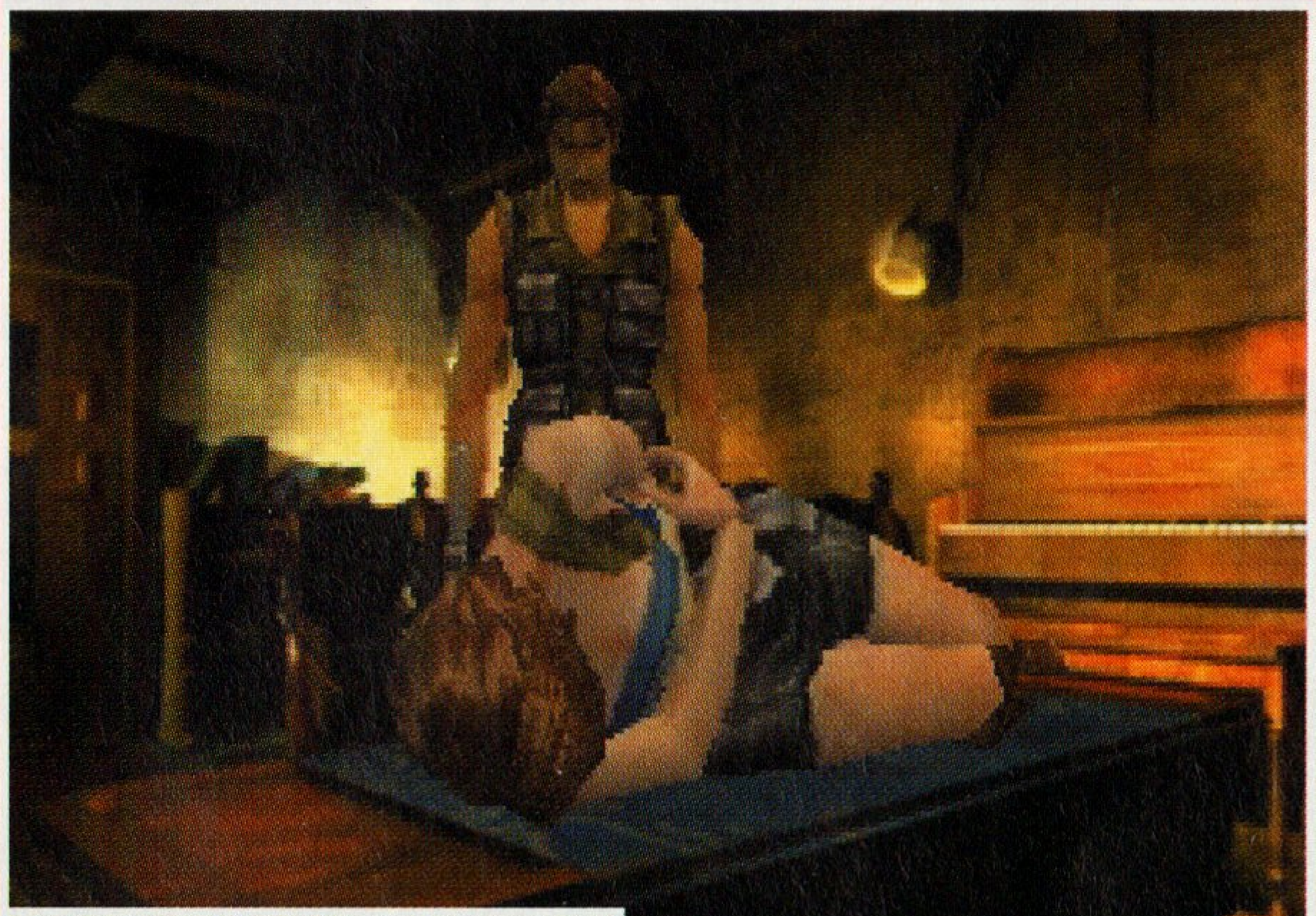
DODGY ACCENTS: 3
DODGY HAIR DO'S: OOH, A COUPLE
BEST WEAPON: GATLING GUN
WORST WEAPON: KNIFE
'ERBS: YAH MON
MIXIN': THE MEDICINE

6 WHO DAT?

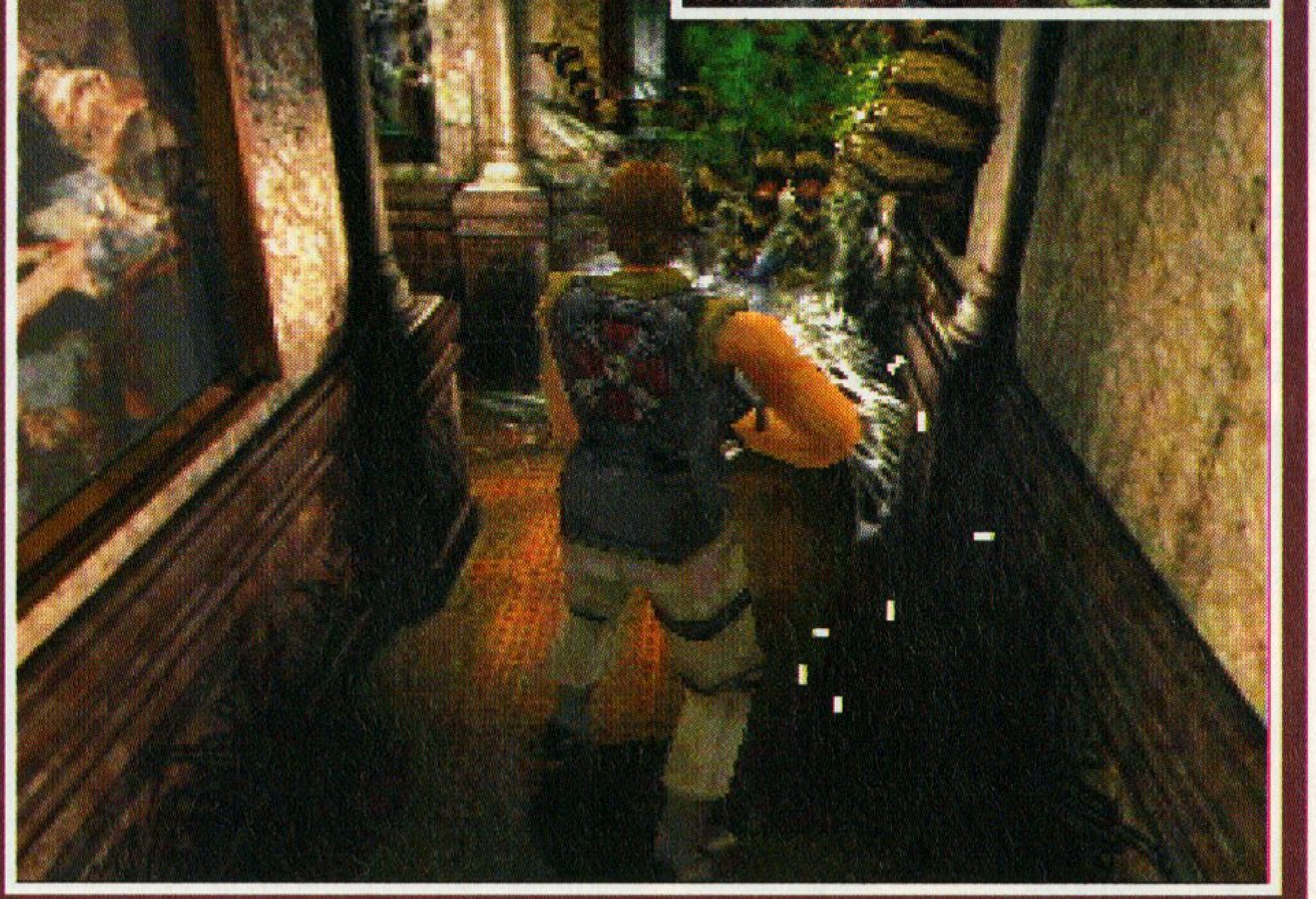
This, my friends, is the 'have-a-go hero' Carlos Oliveira who takes up the survival after Jill is attacked by Nemesis. As a trained army type he never leaves home without his M-16.



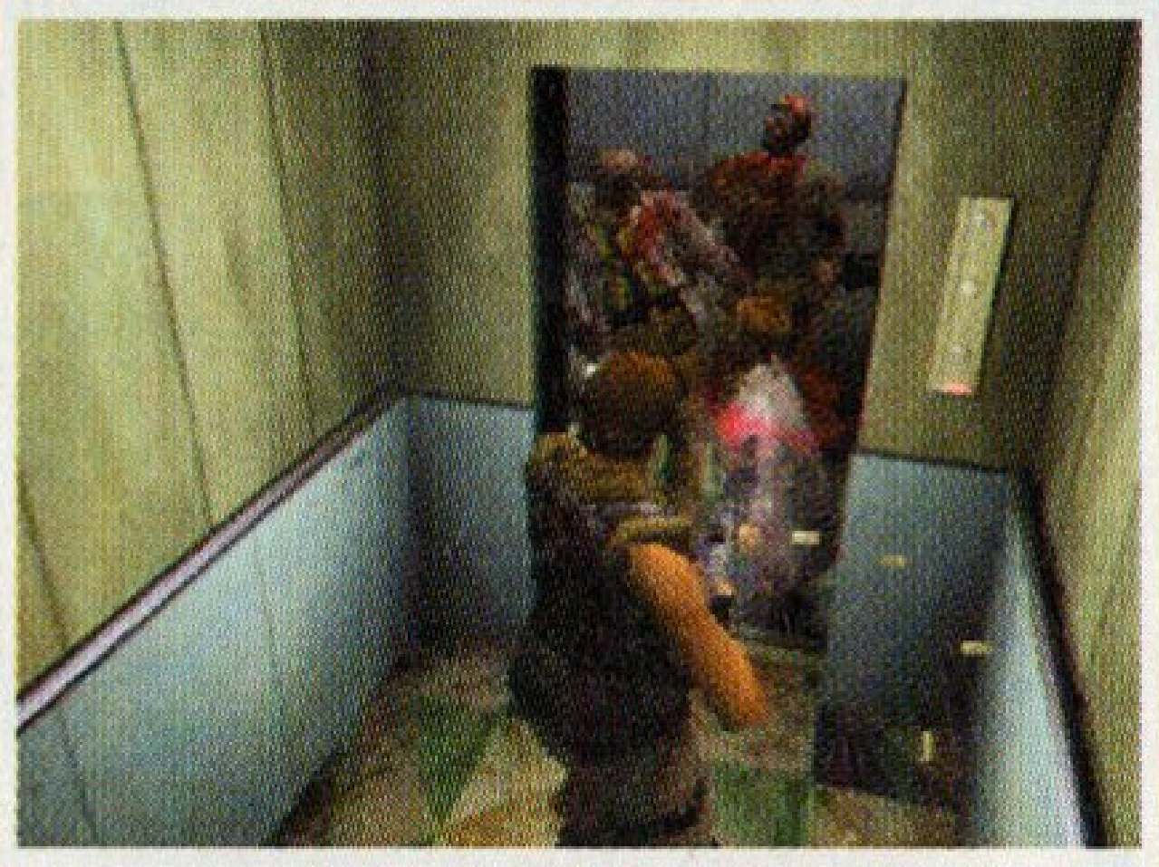
◄Carlos can access areas Jill can't by using his greater strength.



▲The virus is working and Jill's gonna need more than a couple of aspirin.



The spiders are back. Fantastic. Spiders – great aren't they. Whoopee doo.►



◄Carlos comes with a machine gun which is much too much for the zombies.

7 TROOPS!

Umbrella have usually been behind the trouble, now they're right in the middle of it. But they're such a nasty bunch they're not content with zombie slaying and start to kill each other!

▲They started off with a Umbrella army, but now there's only a few left.

▲Nikcholai has a dodgy accent and has something to hide. Don't trust him.

are different each time they're tackled. Rather than relying on a certain code or combinations which can be displayed in any number of walk-throughs, the puzzles require the gamer to identify a pattern and use it accordingly. While some can be solved through trial and error others need a far more sober approach and will the reward the gamers prepared to use their noggin rather than instantly reaching for the FAQs.

The way the story unfolds also changes depending how you act at several key moments. Usually when you're in a crisis or are confronted by the Nemesis, you are offered two choices, consisting of 'stay and fight' or 'run away'. These act as plot junctions which determined the areas you can access and the cutscenes which you encounter later in the game. To get the complete picture of what is going on will take several replays that will continually keep gamers on their toes.

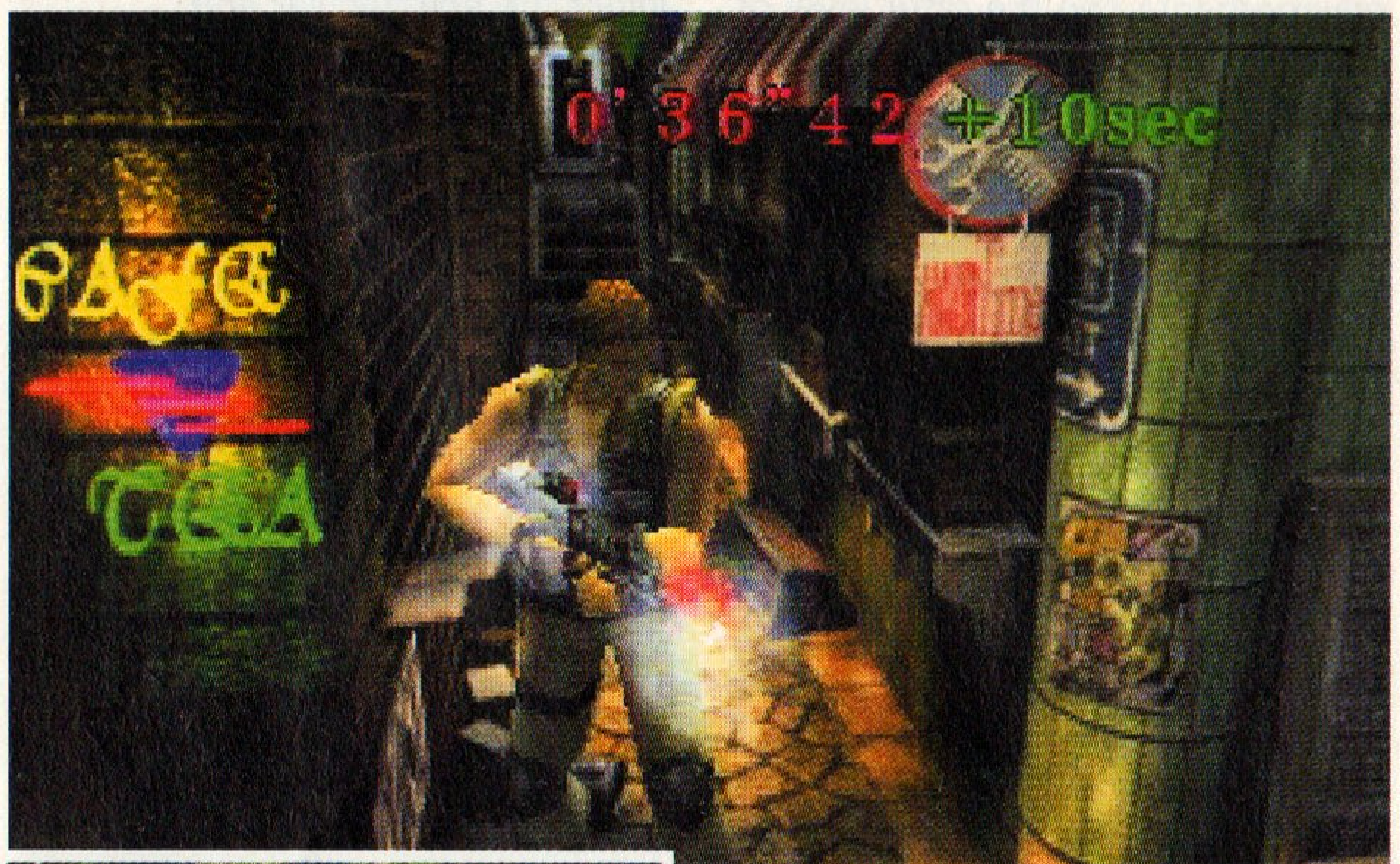
AREA

What is really apparent is the games clever use of space. There are some overlaps into the areas used by Res Evil 2 (most obviously the police station) but the action mainly takes place in the downtown area. The actual district covered is not huge, consequently the action is kept concentrated. A lot of the puzzles involve retreading the same area several times. While this might sound dull, the game continually populates areas you thought had been cleared with extra zombies dogs and our old friends the crows all intent on entering the fray in the most dramatic way possible, which makes every journey a challenge.

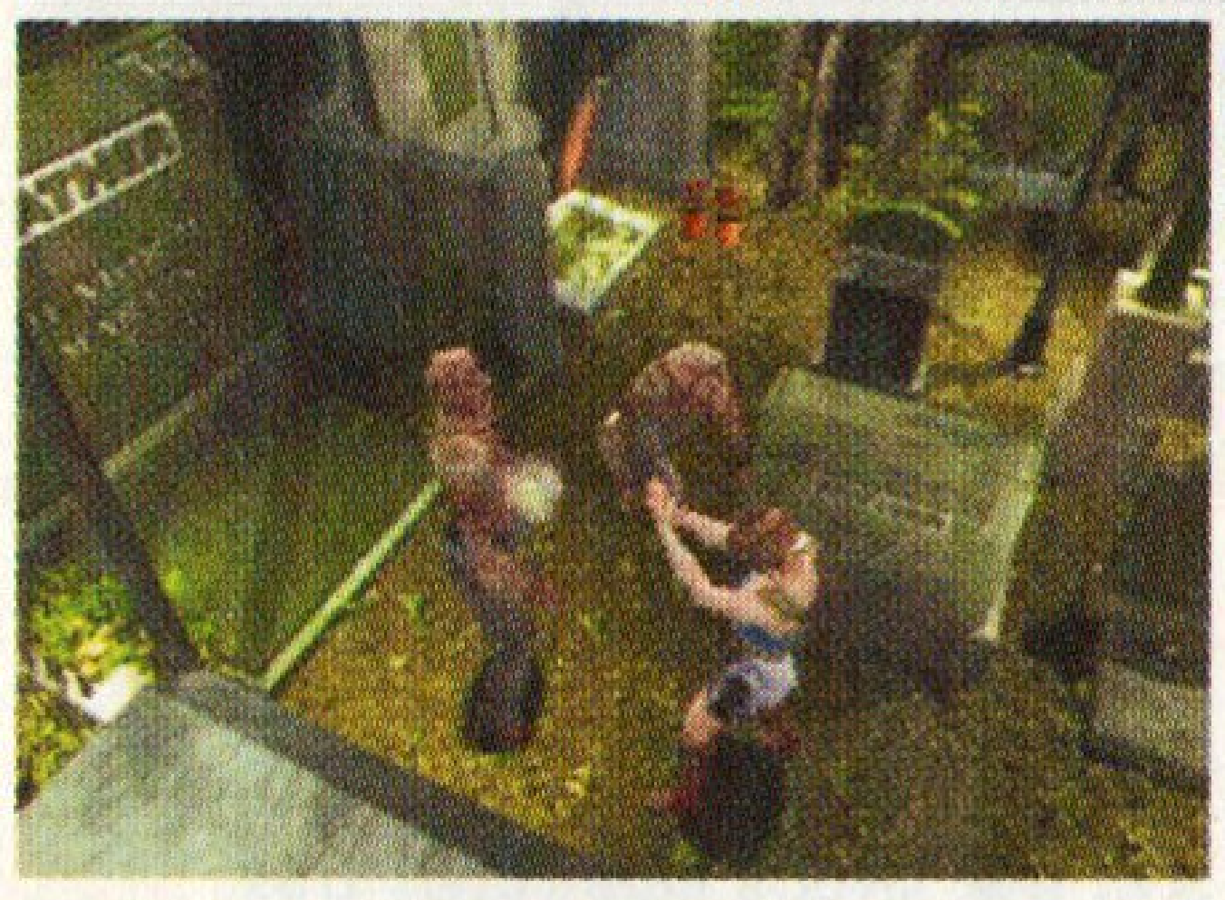
SCENIC

While many criticise the use of rendered backgrounds, they serve a purpose with the *Resident Evil* series which has always aspired to be almost a movie experience. It's subject matter, plot and style are all drawn from the cinema and *Resi 1* even had a Director's Cut of the original game. Only 2D

➔



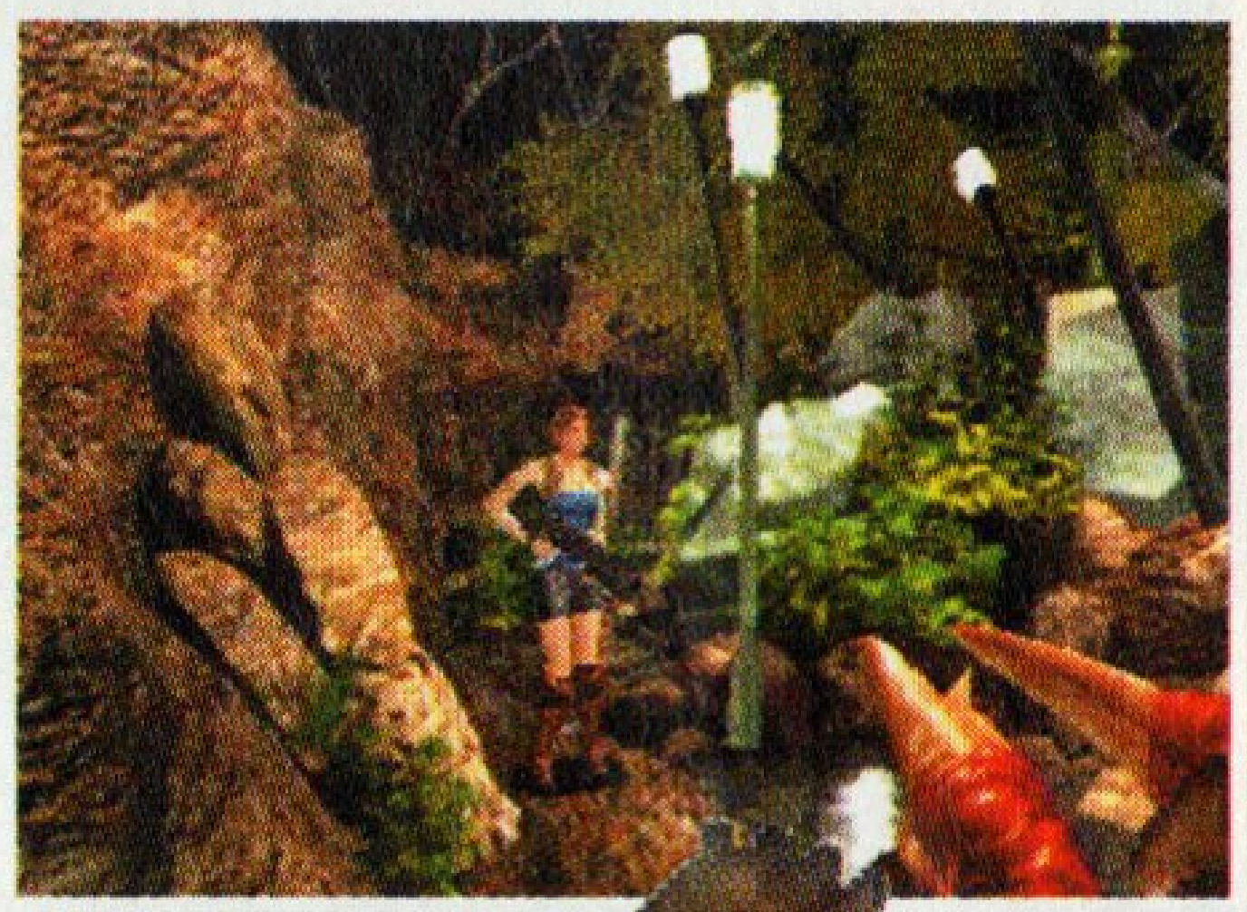
▲*Resi 3* is a far more action packed with the inclusion of the Mercenaries.

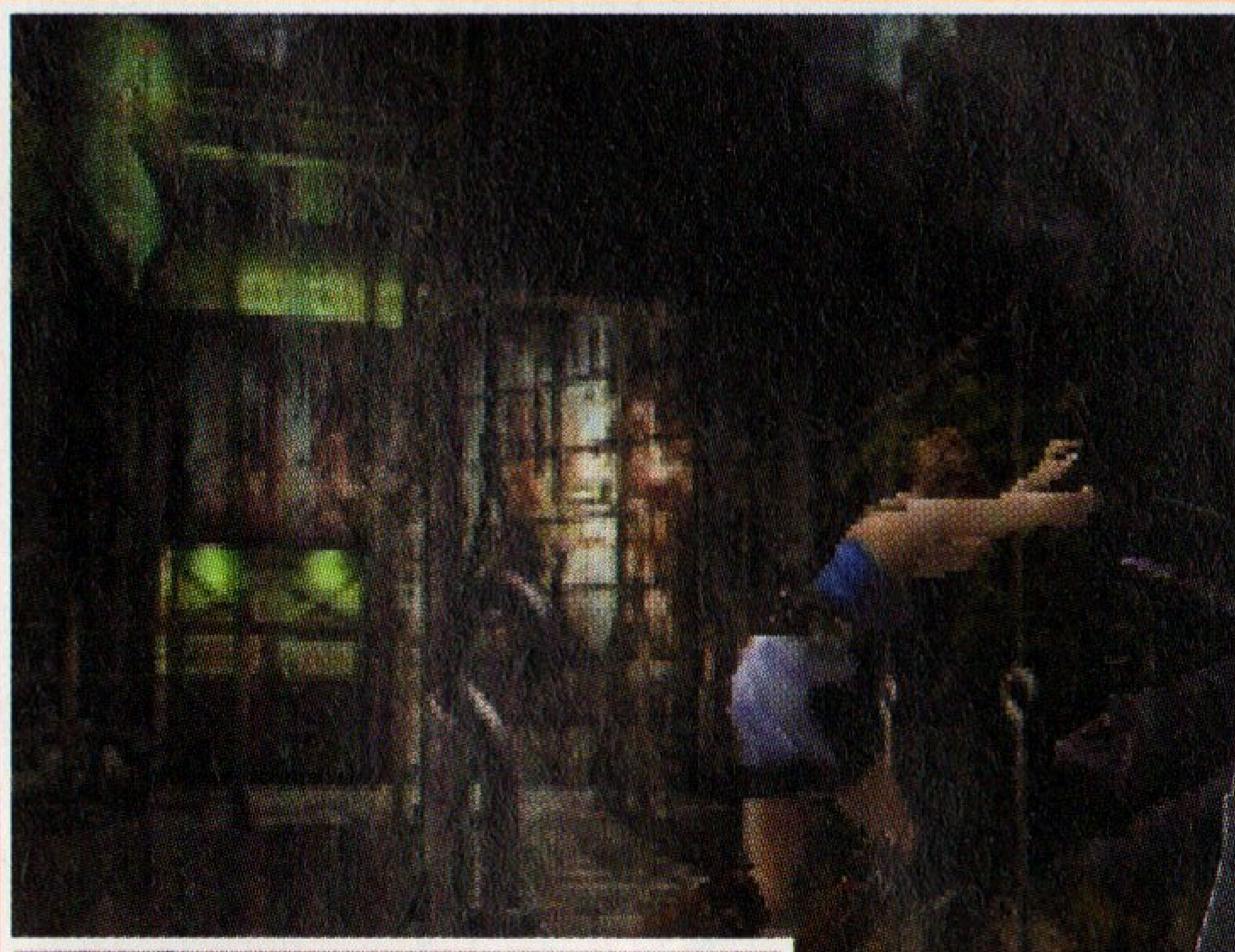


▼Such is the high quality of the 2D rendered backgorunds, the presentation puts many 3D adventures to shame.

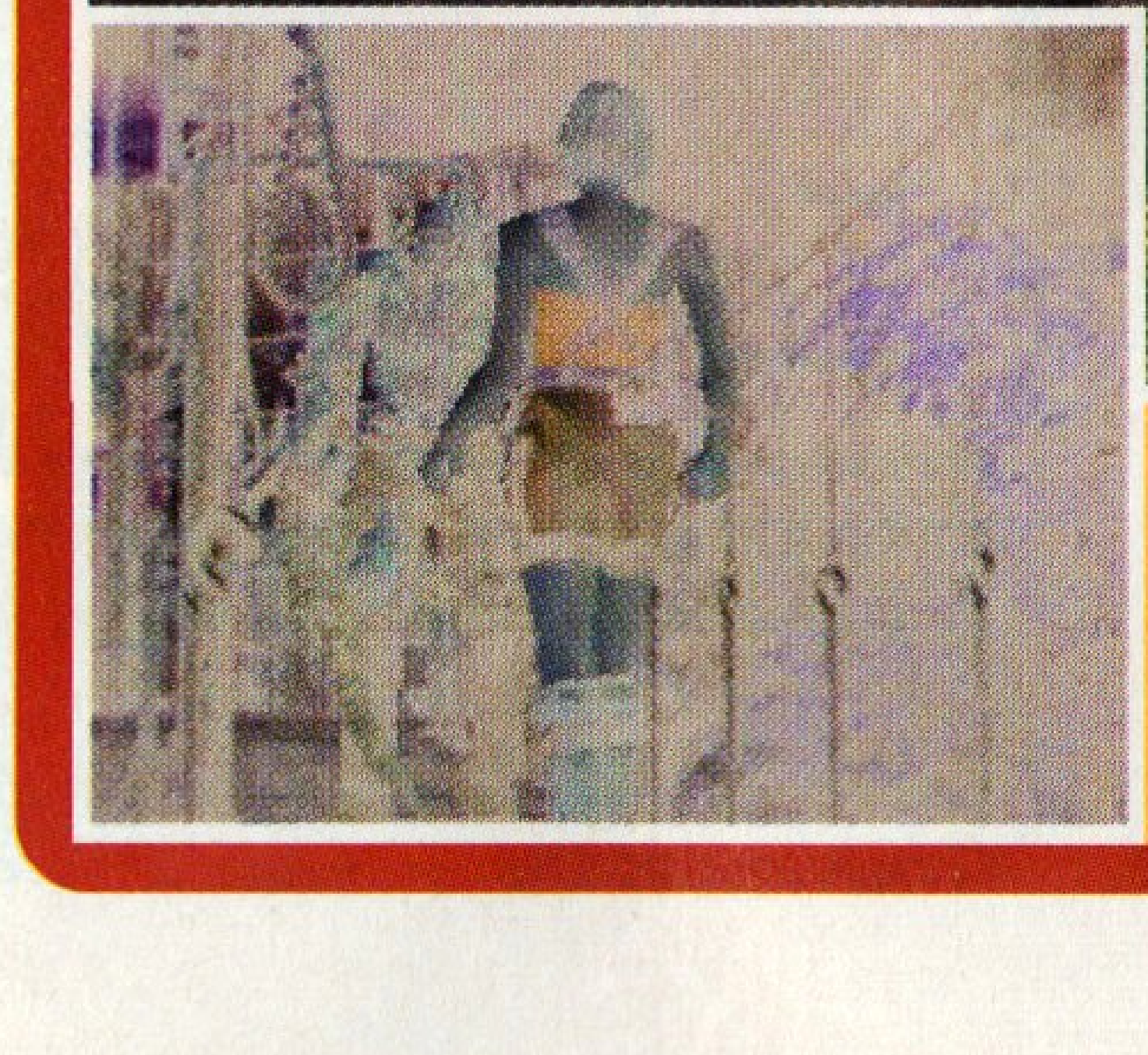
8 TAKE NUMBER 1...

When the screen starts to go all negative-scary at you, not only must you stop screaming, but you also have to decide which way to go. Whatever you do effects which path you take through the rest of the game.

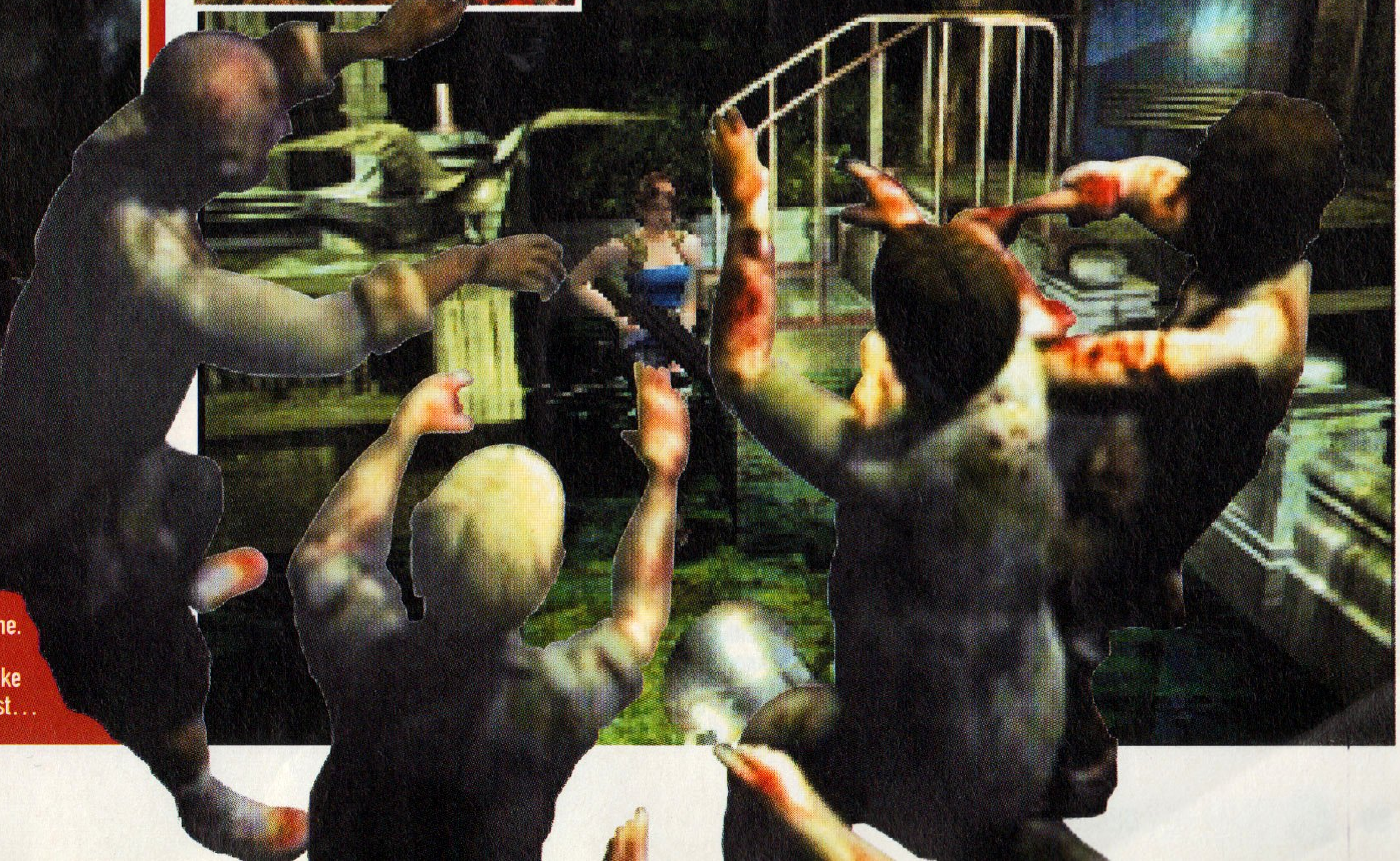




▲It pays to be aggressive in this game.



◄If the screen goes like this, it's time to act fast...



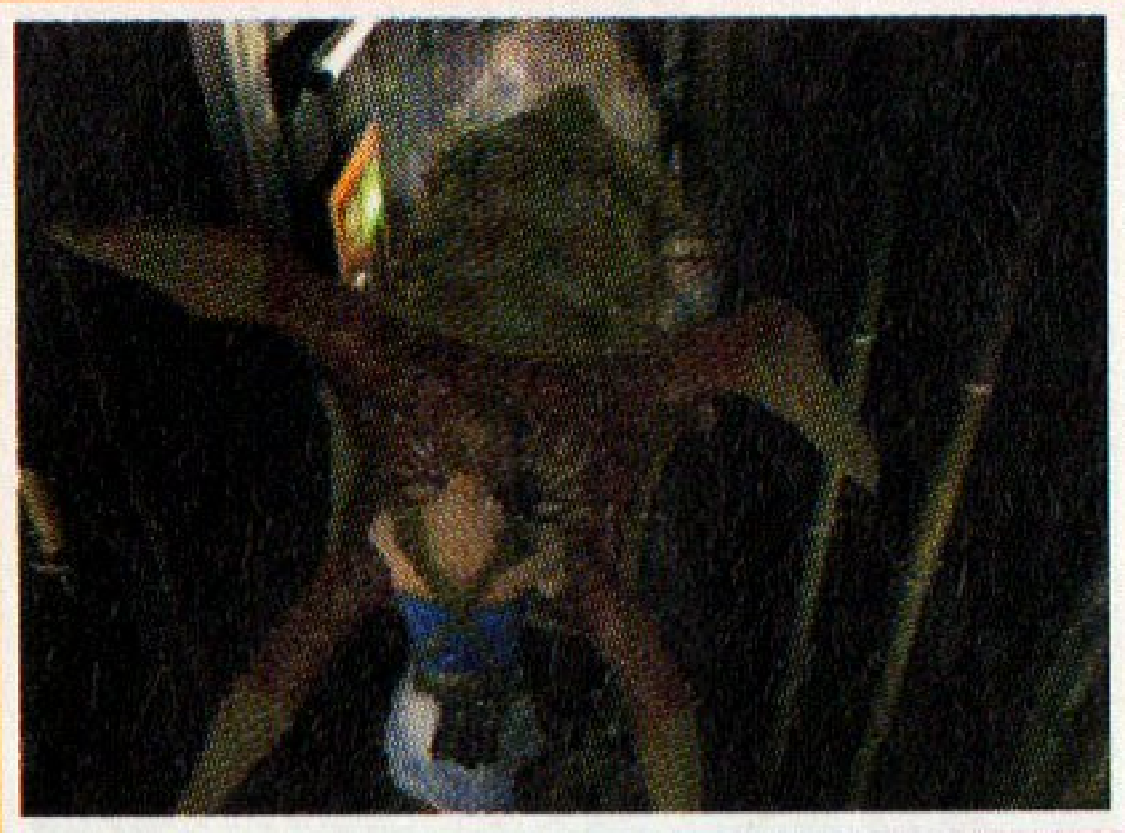
PUZZLES: TONS
UNIQUE: EVERY TIME

SECRET LEVELS: 1
HIDDEN COSTUMES: 5

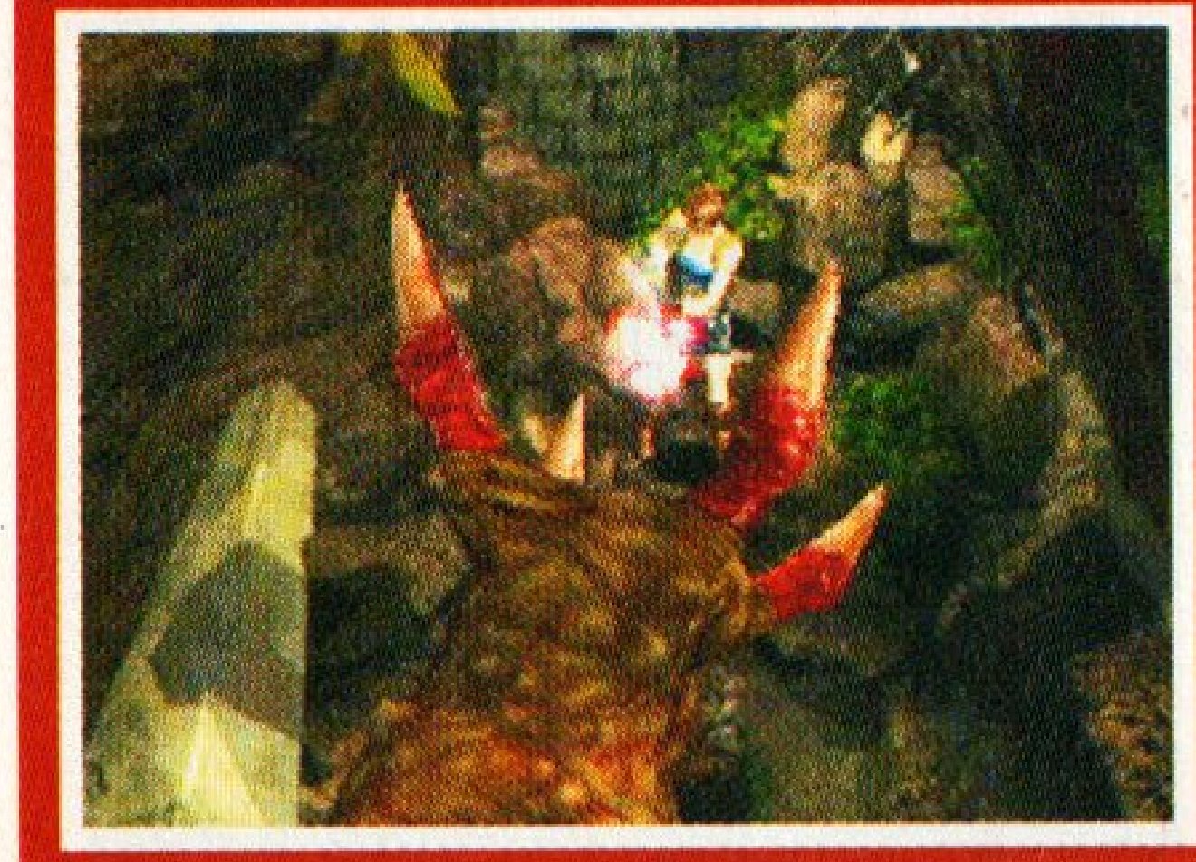
RES: AN EYEBROW
RES: ERVOIR DOGS

9 ORM!

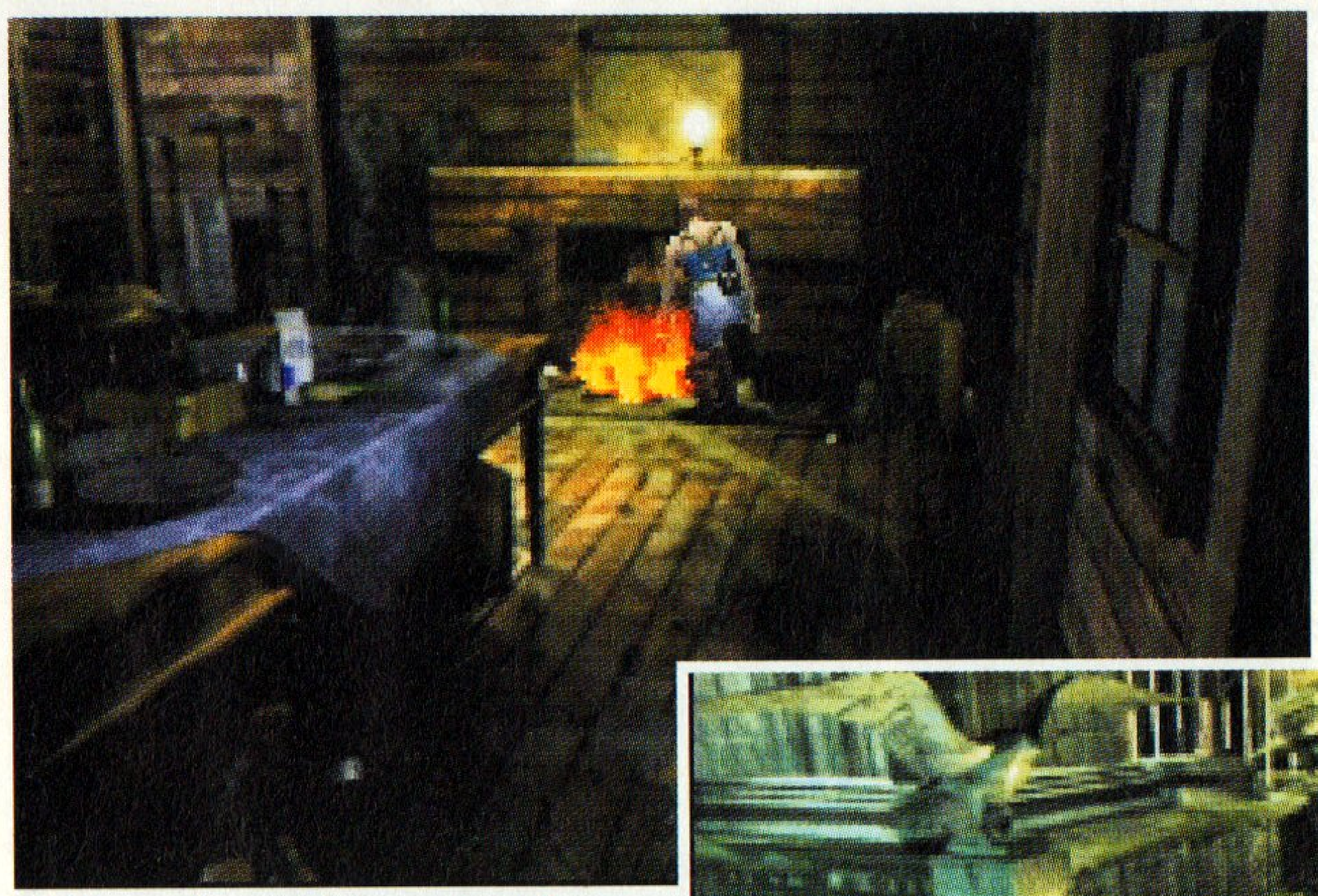
Nemesis isn't the only pest. The T-virus has mutated an earthworm into the Gravedigger which helps down the local cemetery getting rid of the stiffs.



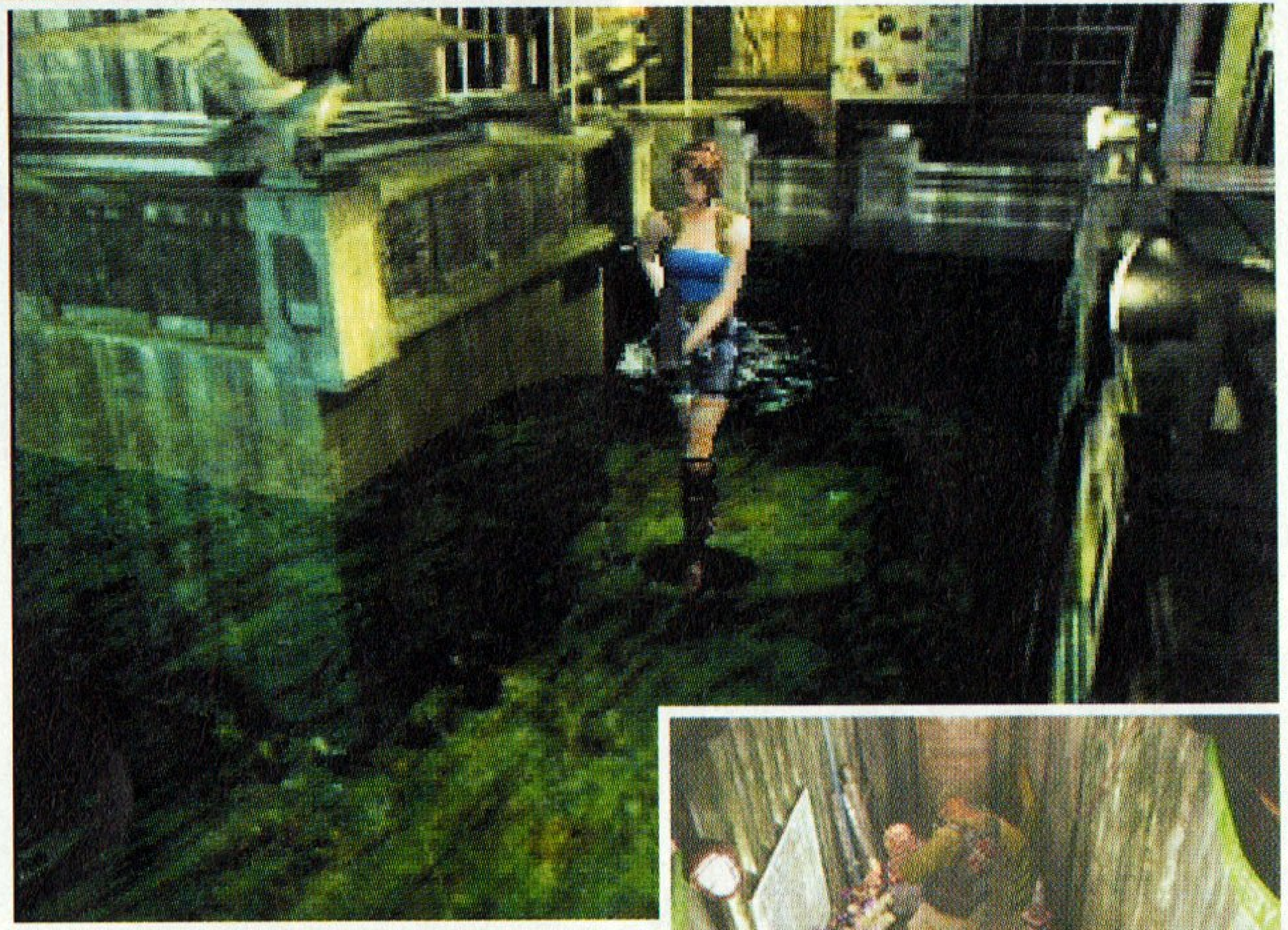
▲ Old wormy maybe pretty big but it isn't too mobile – keep your distance.



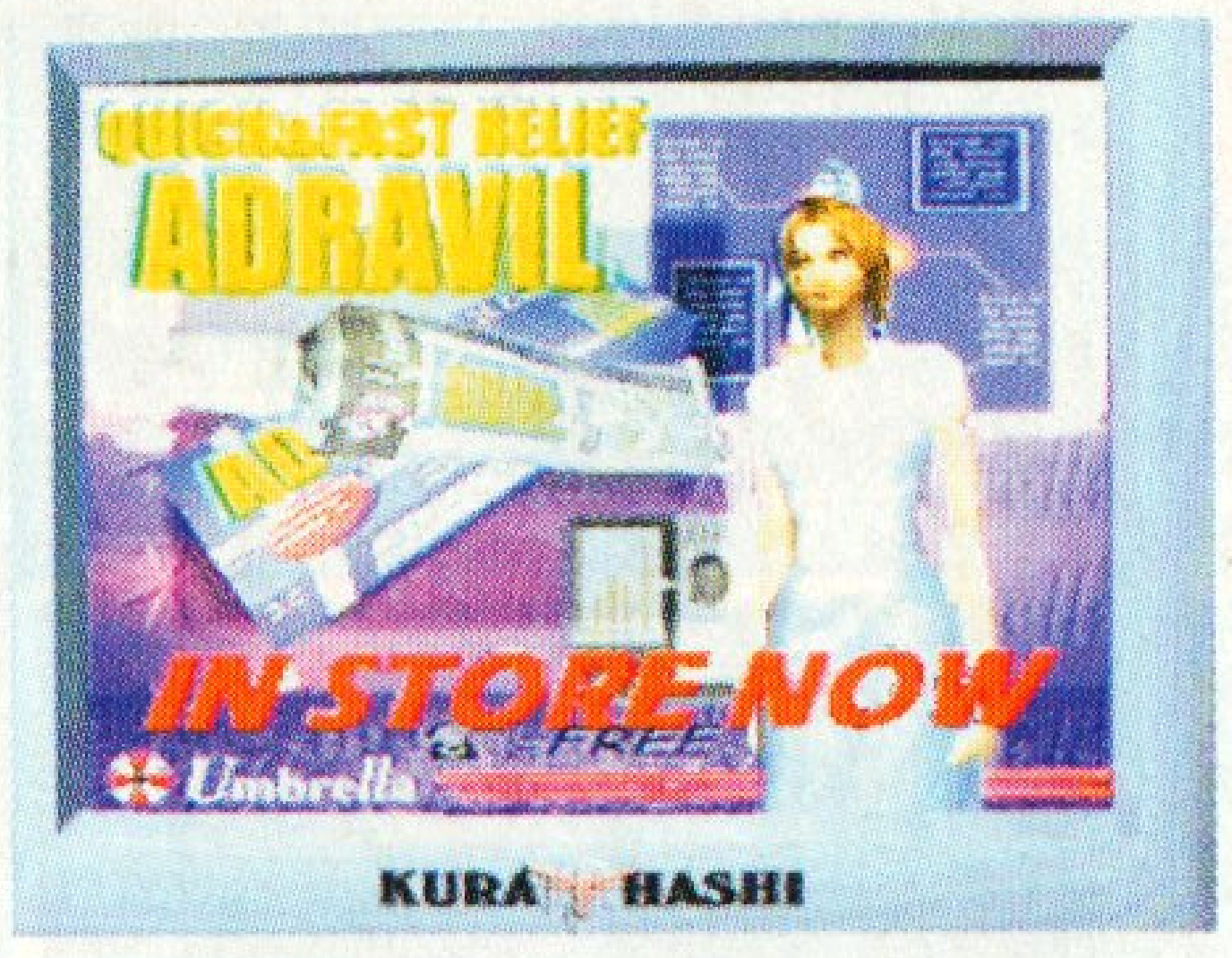
▲ Make the best use of the powders you find to get plenty of ammo.



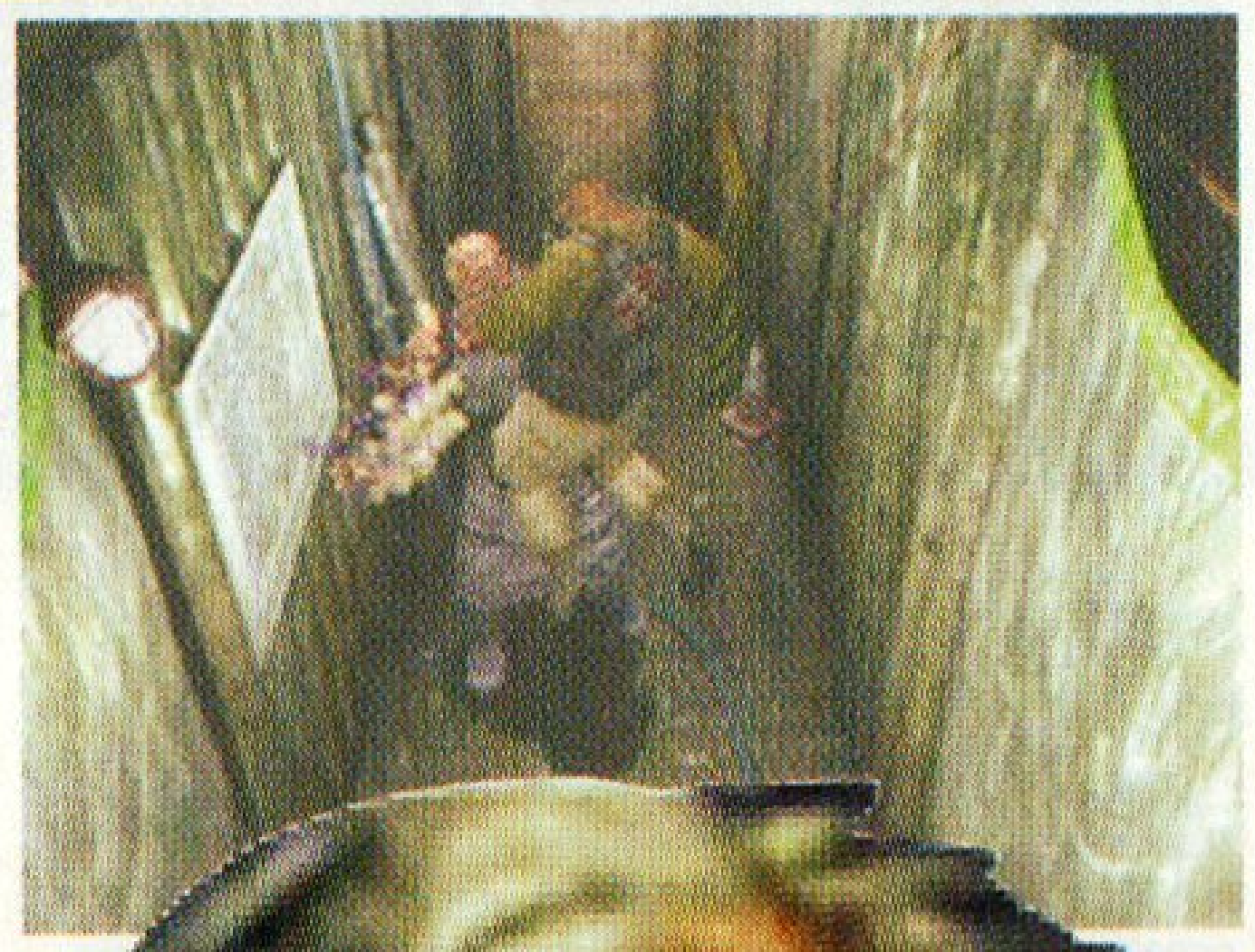
▲ The puzzles aren't always too obvious. Try to use everything you've got.



► As soon as you start entering the water you don't half start to feel vulnerable.



▲ Capcom have used the most unlikely of sources to provide the vital passwords.



environments can the offer level of background detail that *Res Evil* needs to fulfil it's movie aspirations. *Silent Hill* has proved that survival horror can be given the 3D environment treatment. However, the atmosphere was completely different as the game needed to be cloaked in all consuming fog for the poor 3D engine to be concealed.

Perhaps the power of PlayStation2 could provide the necessary detailed clutter within a 3D environment, but it would be to the detriment of the game. With the 2D renders comes the static camera that can't be manipulated to peer round corners. Therefore every time you enter a new screen there is always a feeling of apprehension and uncertainty of what you are going to find, and what you are going to see which no other game can match.

Another vital element that continually makes *Resident Evil 3* exciting is the FMV sequences. Years ago the big thrill of completing games was watching the end sequence, and it is a similar excitement that drives you on here. And you won't be disappointed. The Capcom team are the masters of the FMV and inject the spectacular and cinematic at key moments to make sure momentum is maintained.

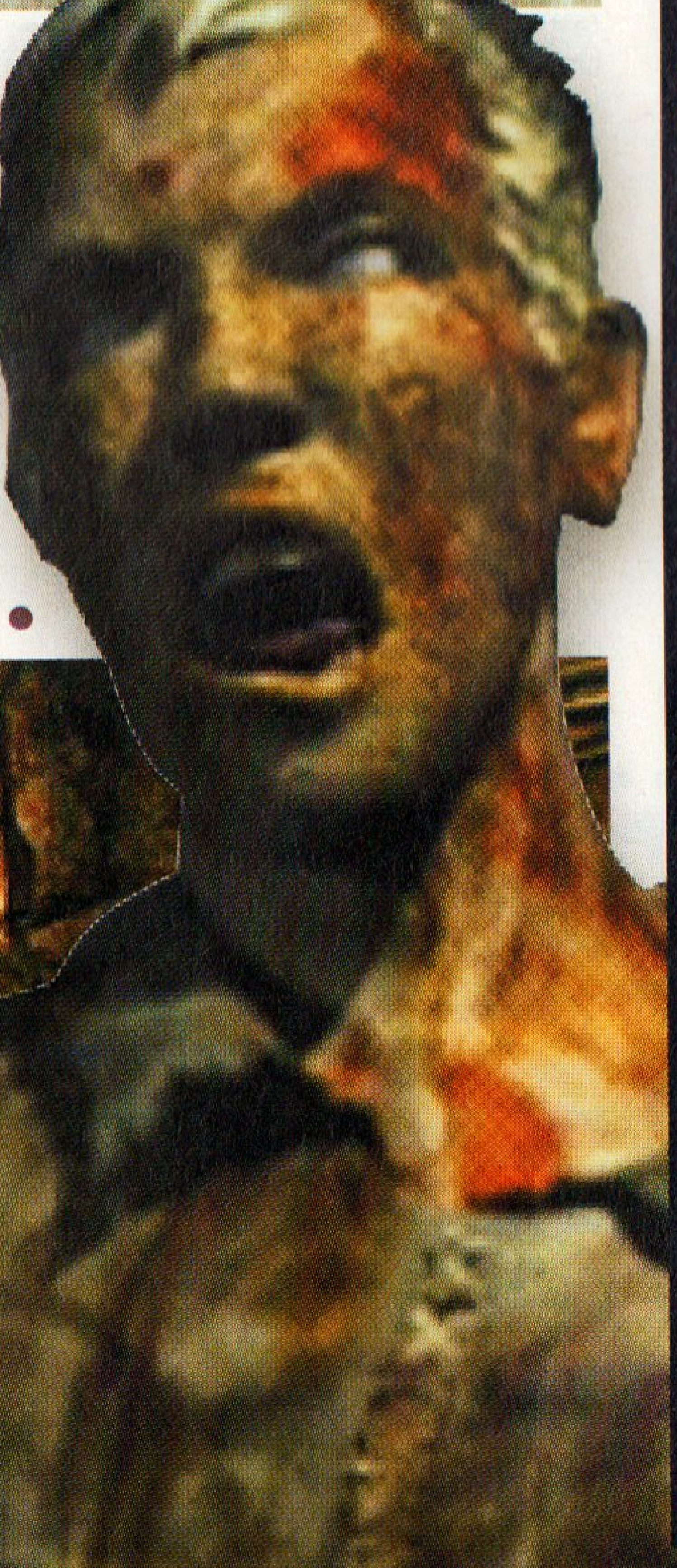
'Showing' is very important for *Res Evil*. I've mentioned *Silent Hill* which attempted to be almost a 'psychological survival horror' while hiding their uninspired monsters in the gloom. With *Res Evil*, however, Capcom continually wants to show you what they've created, keeping their monster in the light to reveal their full glory.

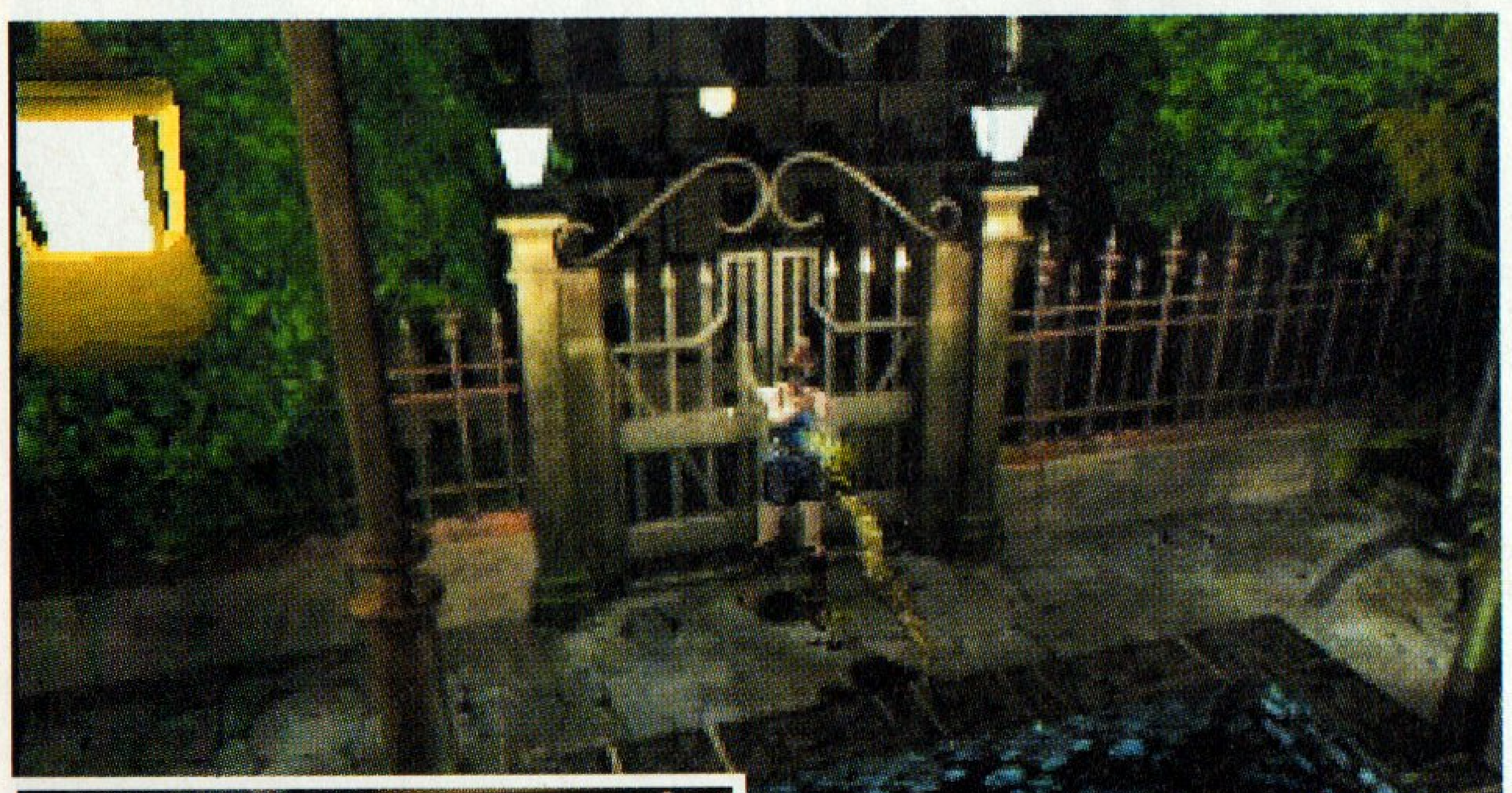
SAME AGAIN

More and more gamers are getting cynical towards the endless numbers of sequels that are released each year – and with good reason. There are a number of titles that offer less and less with each installment. Games that failed to inspire, as regards sequels are concerned, are usually a one dimensional experience – such as driving sims. The poor showing of *V-Rally 2* and *Wipeout 3* in the shops illustrates this point. While both were improvements on their predecessors there are only so many ways you make the challenge of keeping a vehicle on a track fresh. With *Resident Evil* there is still enough mileage in the Umbrella STARS story for a few more incarnations. Also the fact that it relies a lot on its visual appeal means that the franchise can only go from strength to strength with the next generation of consoles.

However, fans of the original game will not be disappointed – promise – while those new to *Resident Evil* are in for a treat. With games as good as *The Last Escape* there's no point in being cynical and there's no place for scepticism – there's only room for blood dripping, flesh ripping fun. Come get some!

> “The zombies are superior in numbers, much faster than before, and can now soak up an alarming amount of bullets!”



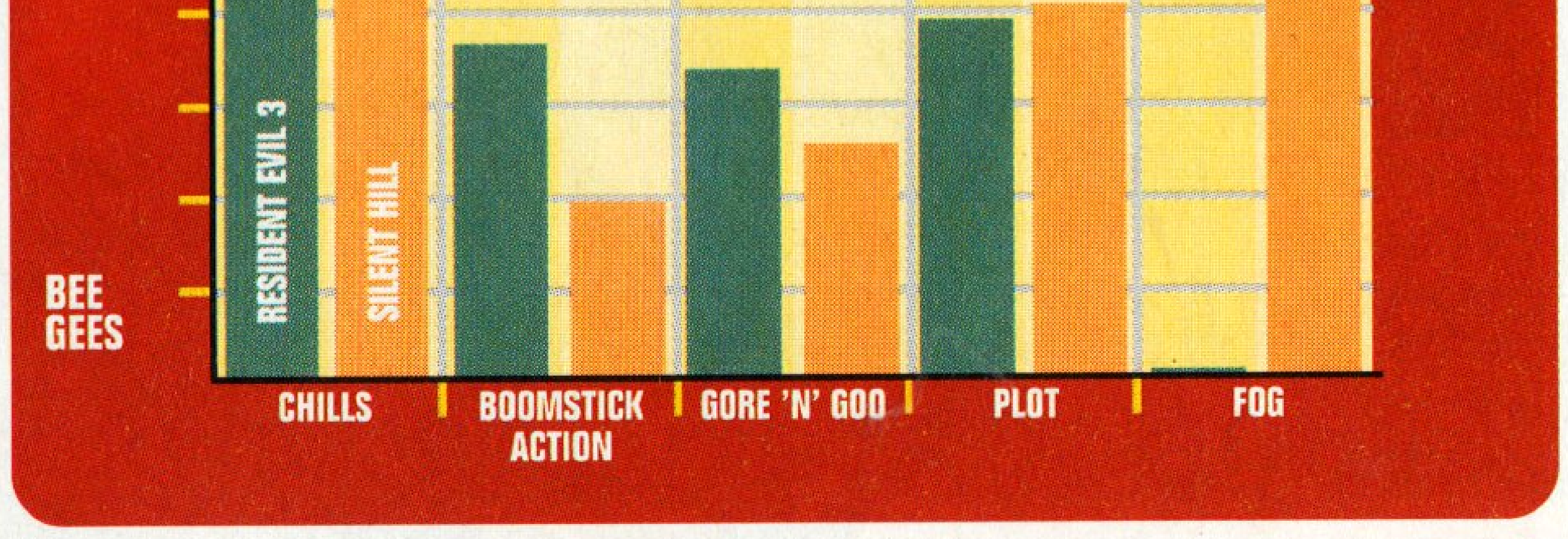


▲ Jill tries to get to grips with the local parklife. She loves it you know.

◄ Even though this isn't a game vastly different from the others, it's still tops.

MAKING YOUR SKID MARK...

The Godfather of survival horror – *Res Evil* put it's latest incarnation up against the great white hope – *Silent Hill*.



JUDGEMENT

PRESENTATION

From the opening FMV, to the sound effects to the rendered backgrounds it simply oozes unmatched class.

GAMEPLAY

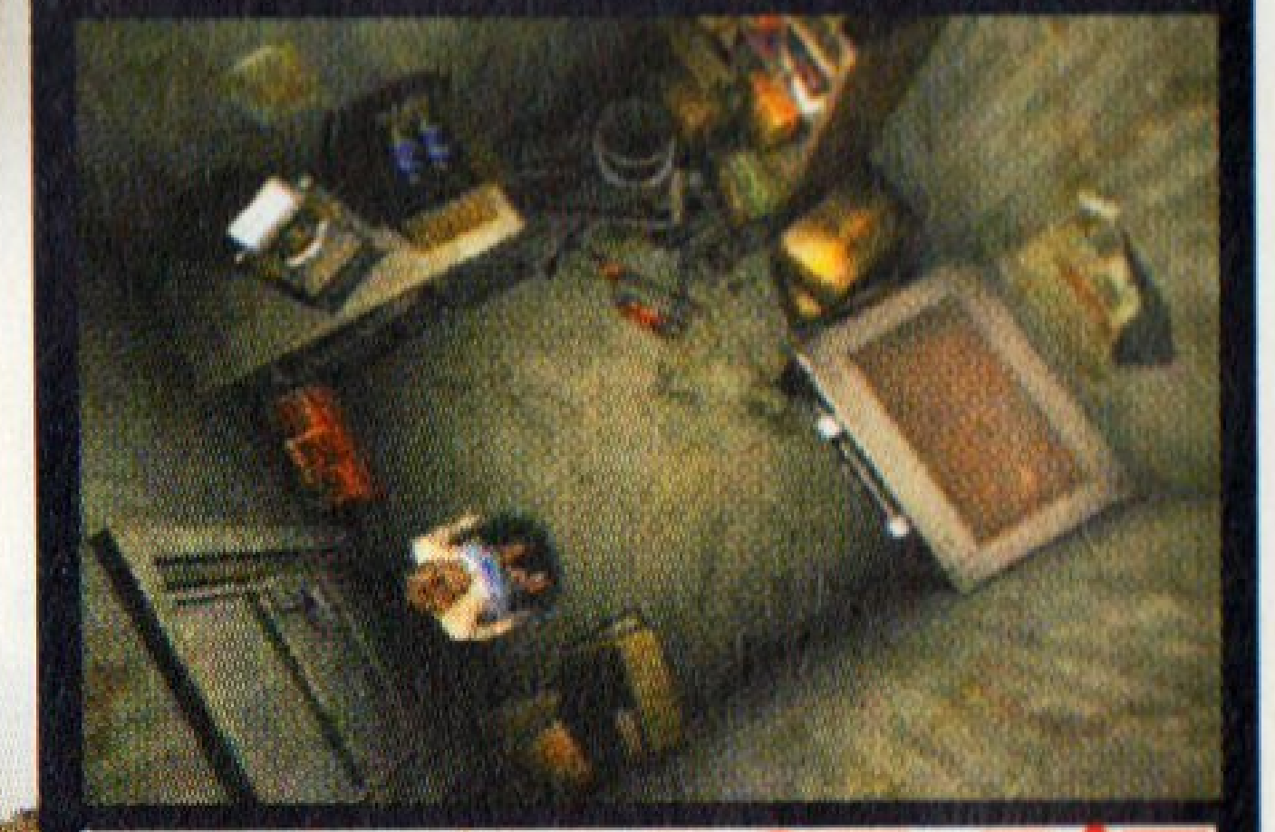
Jill is far more frisky than she's been before making the zombie confrontations kinda groovy.

LIFESPAN

This isn't immensely long but never leaves you feeling empty as there's plenty of replay value.

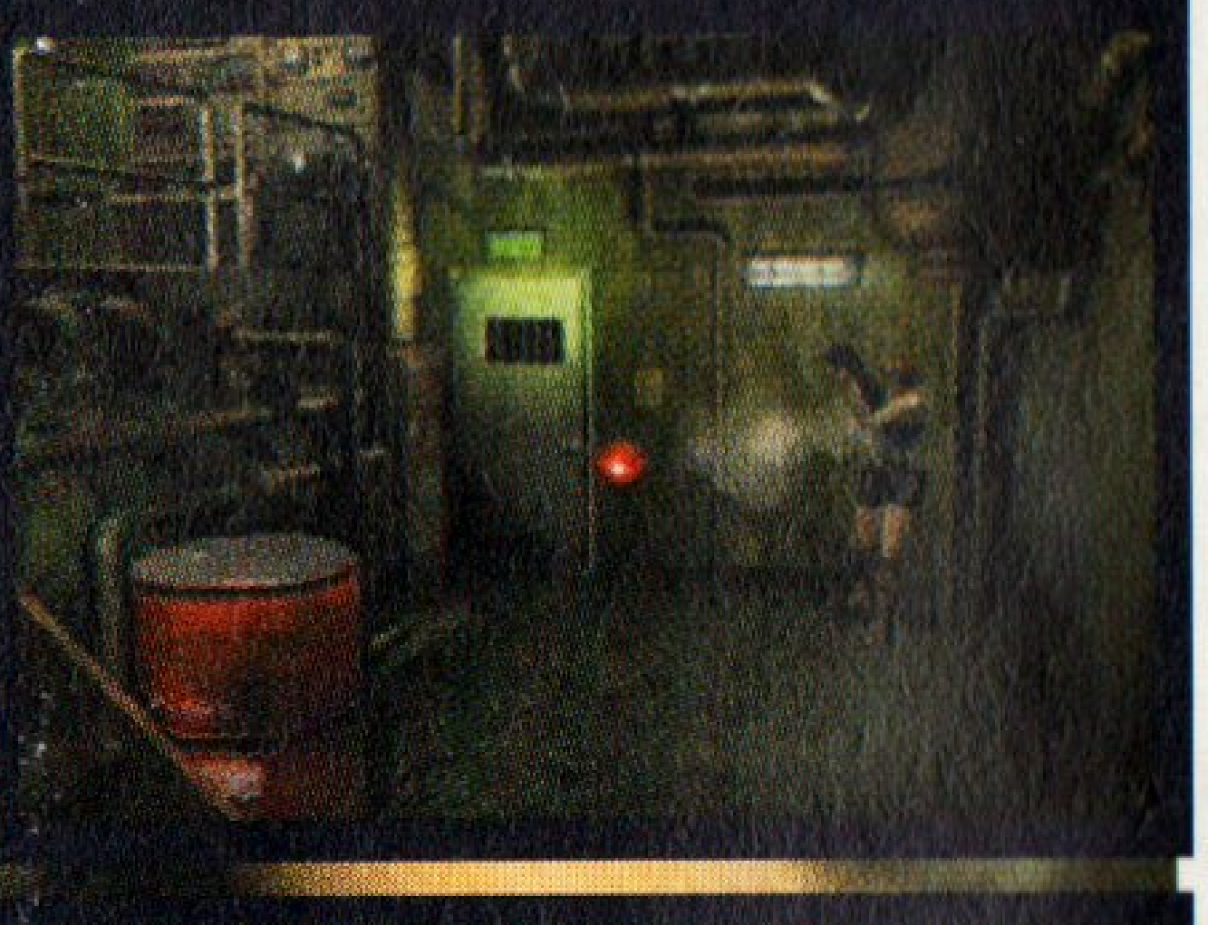
THE BEST BIT

Wet I know, but finding a lovely safe and warm chest room where you can relax is always nice.



THE WORST BIT

The annoying auto aim that sees exploding barrels as more of a threat than the monsters.



I've got chills they're multiplying and I'm losing control. Yes *Res Evil* makes you want to sing. It's more of the same but that's fine by us.

94%

If you like this...
Then you've got excellent taste and should try out *Dino Crisis* or, any of *Res Evil's* prequels.

It was a time for heroes...

CODENAME EAGLE

"Nail-biting espionage action against the Russkies on an alternative Earth"

PC Gaming World

FINLAND
RUSSIA
POLAND
GERMANY
infinite loop
refraction
PC CD
TALONSOFT
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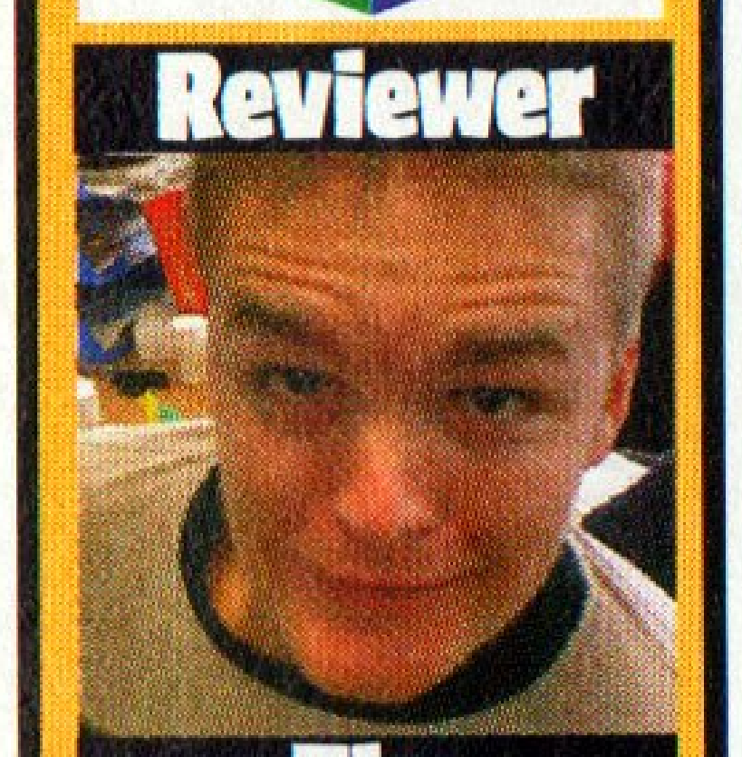
DATA▶ FORMAT REVIEWED: N64 PRICE: £40 OUT: OCTOBER

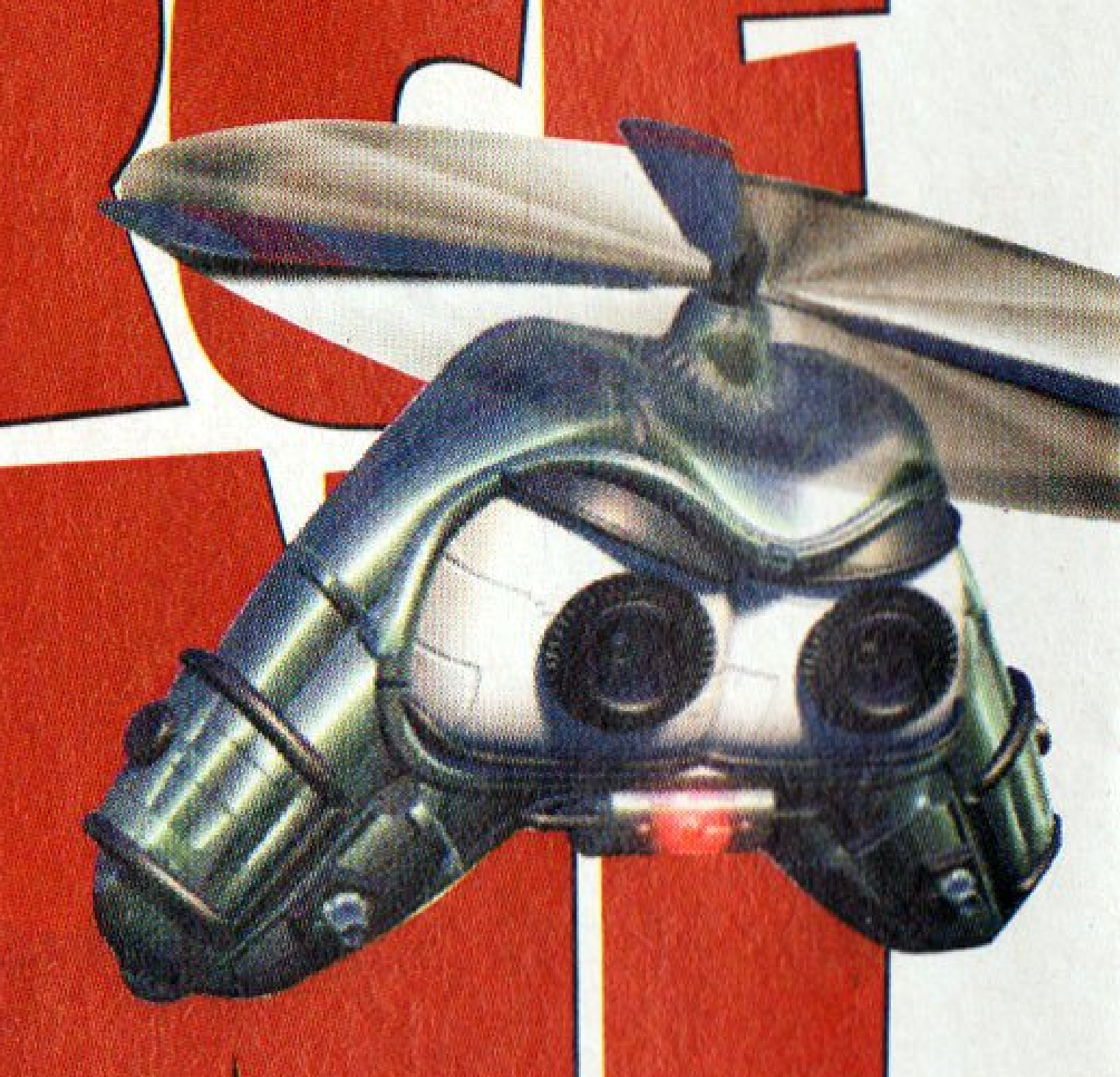
Reviewer



Tim Weaver

It's Rare's first game of '99, and there's not a fluffy bear in sight. Or, at least, not once you've lobbed a frag grenade into their nest!

JET FORCE GEMINI



▲ Juno runs into the thick of the action with all guns blazing!

Blimey. That was a long time coming. Barely two years and three delays after it first came to our attention, *Jet Force Gemini* – Rare's 3D marriage of *Mega Man*, *Galaxians* and *Body Harvest* and, incredibly, their first game since Banjo-Kazooie over *18 months* ago – arrives on your N64.

As with all Rare games, the wait has most definitely been worth it, though more than any 90%-er we can remember, *Jet Force* has split opinion in the GM office as to just how good it is. See, everyone who's played it – and we've all had a go – acknowledges that it's an astounding piece of visual wizardry, a knee-knocking slice of guns 'n' gore, and a perfect demonstration of Rare's keeer-razy sense of humour (look out for all those very English phrases that won't mean a thing to the Americans), but not everyone is entirely convinced of just how deep or original it is. Whereas *Goldeneye* changed first-person shooters forever, and *Blast Corps* just did whatever the flipping 'ell it liked, and even *Diddy Kong Racing* and *Banjo-Kazooie* added innovation and originality to two tired old genres, *Jet Force* doesn't really do anything more than provide 50 or so hours of screen-shaking violence. Entertaining – *immensely* entertaining – but not quite as ground-breaking as we thought it might be.

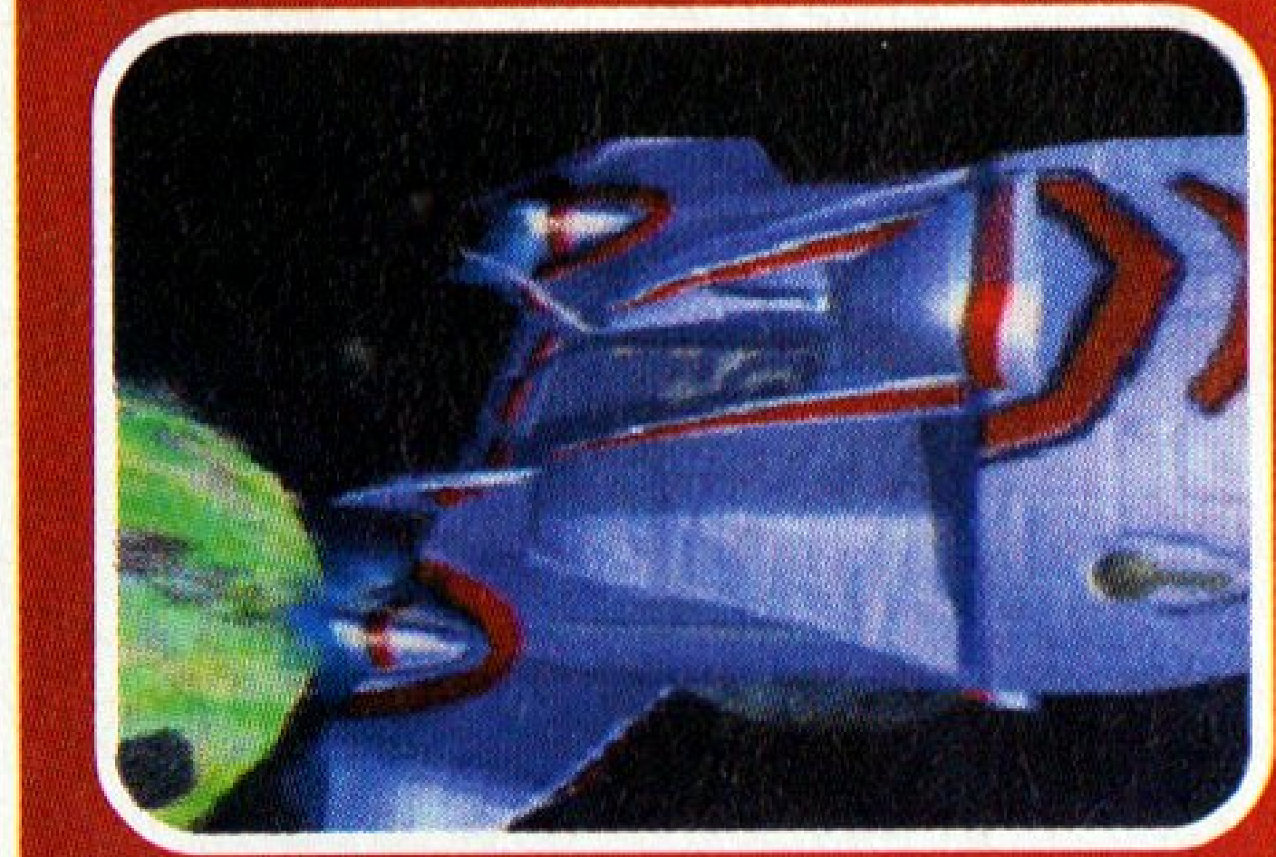
iNNOVATiON

Without a second of a shadow of a moment of

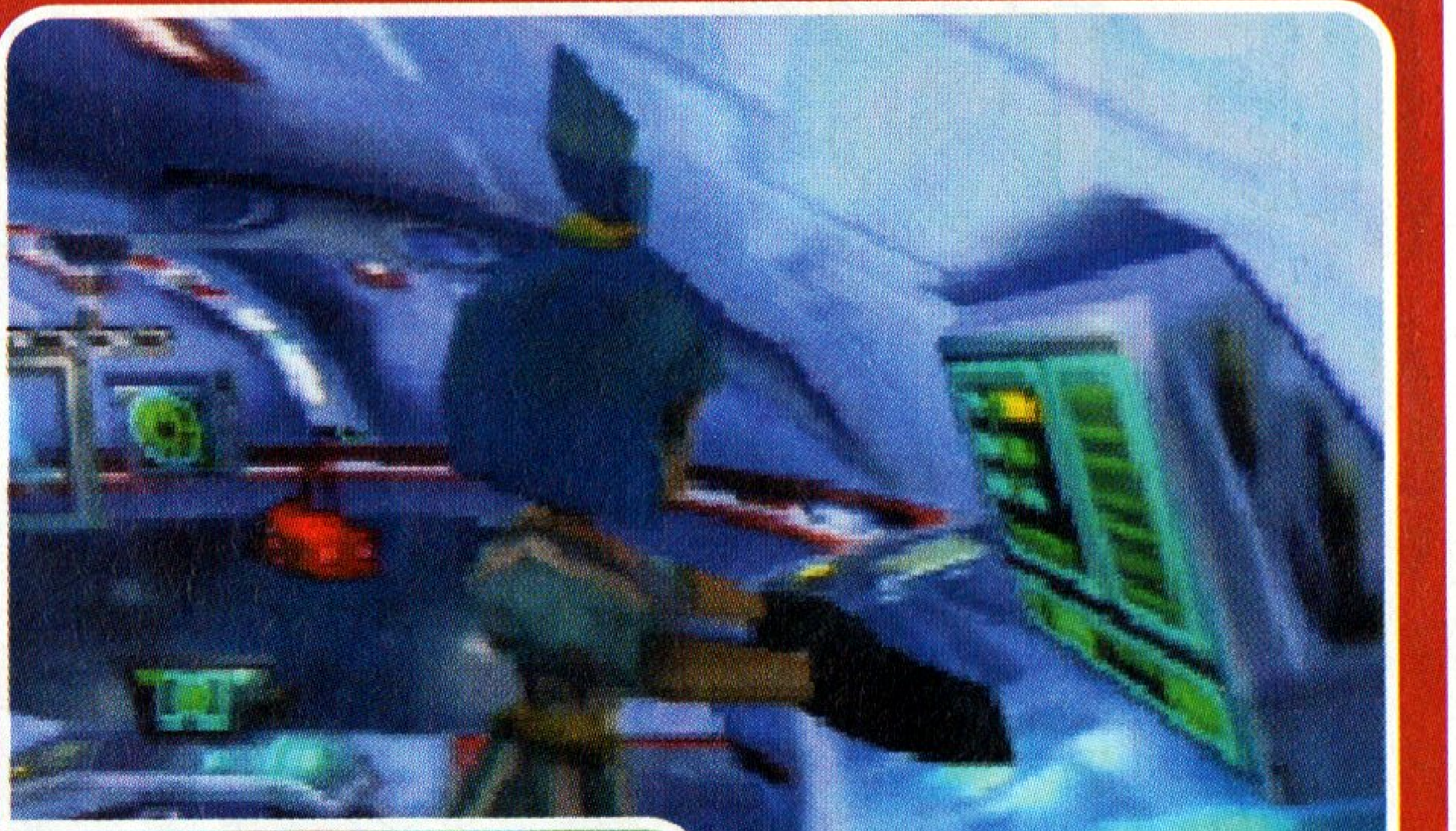
GAMING MASTERPIECE!

① EMERGENC

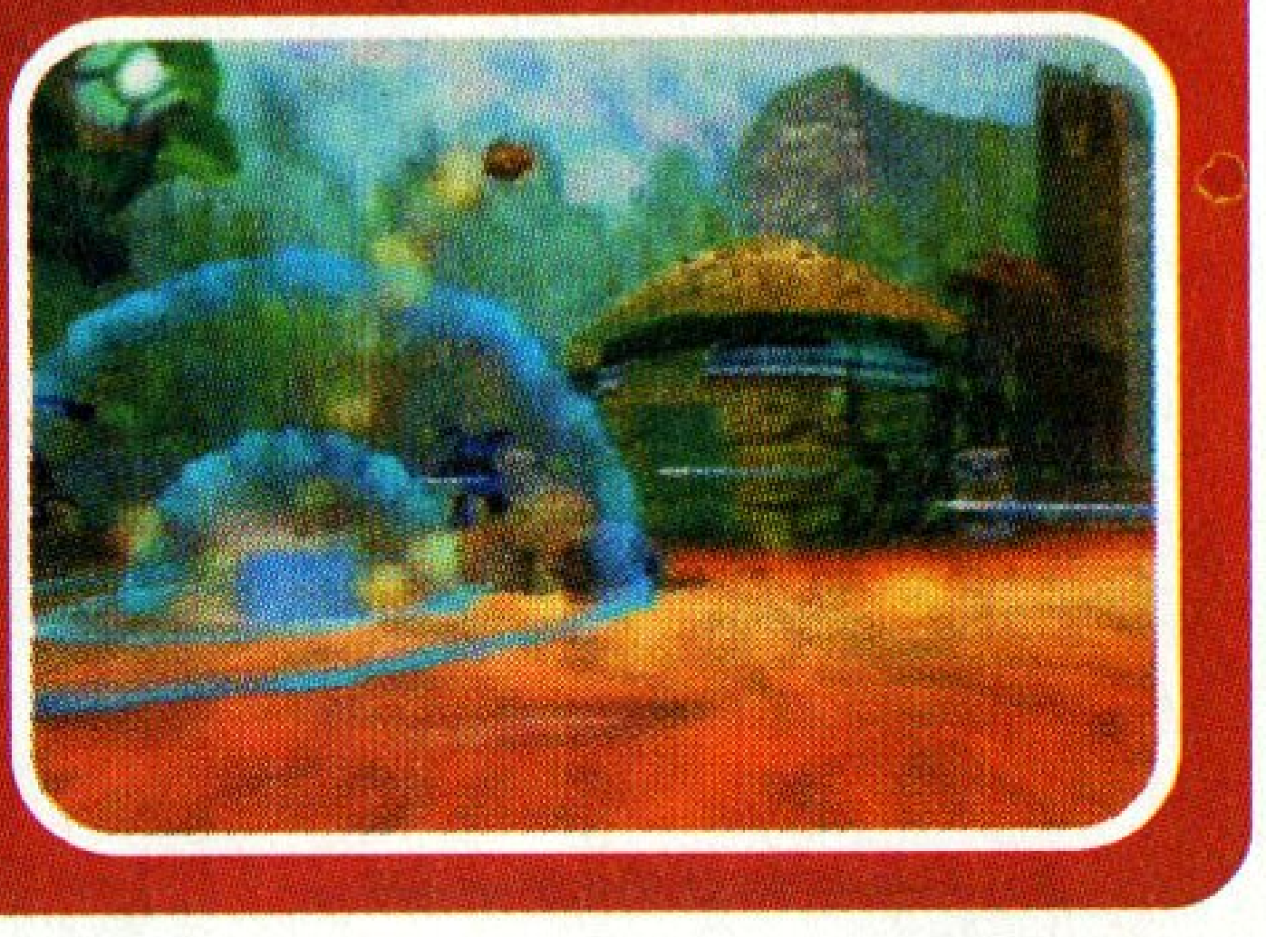
There's no time for flying through space – the Tribals need you! *Jet Force* kicks off with a mightily impressive cut scene, where Juno, Vela and Lupus receive the call for help from a blubbing Ewok. Watch out for the fluffy dice in their spaceship – nice touch!



▲ Beeeeeee-yeep! The good ship Gemini receives a call from planet Goldwood…



► … a call to action! Apparently, the Tribals are being attacked by Mizar's ants!



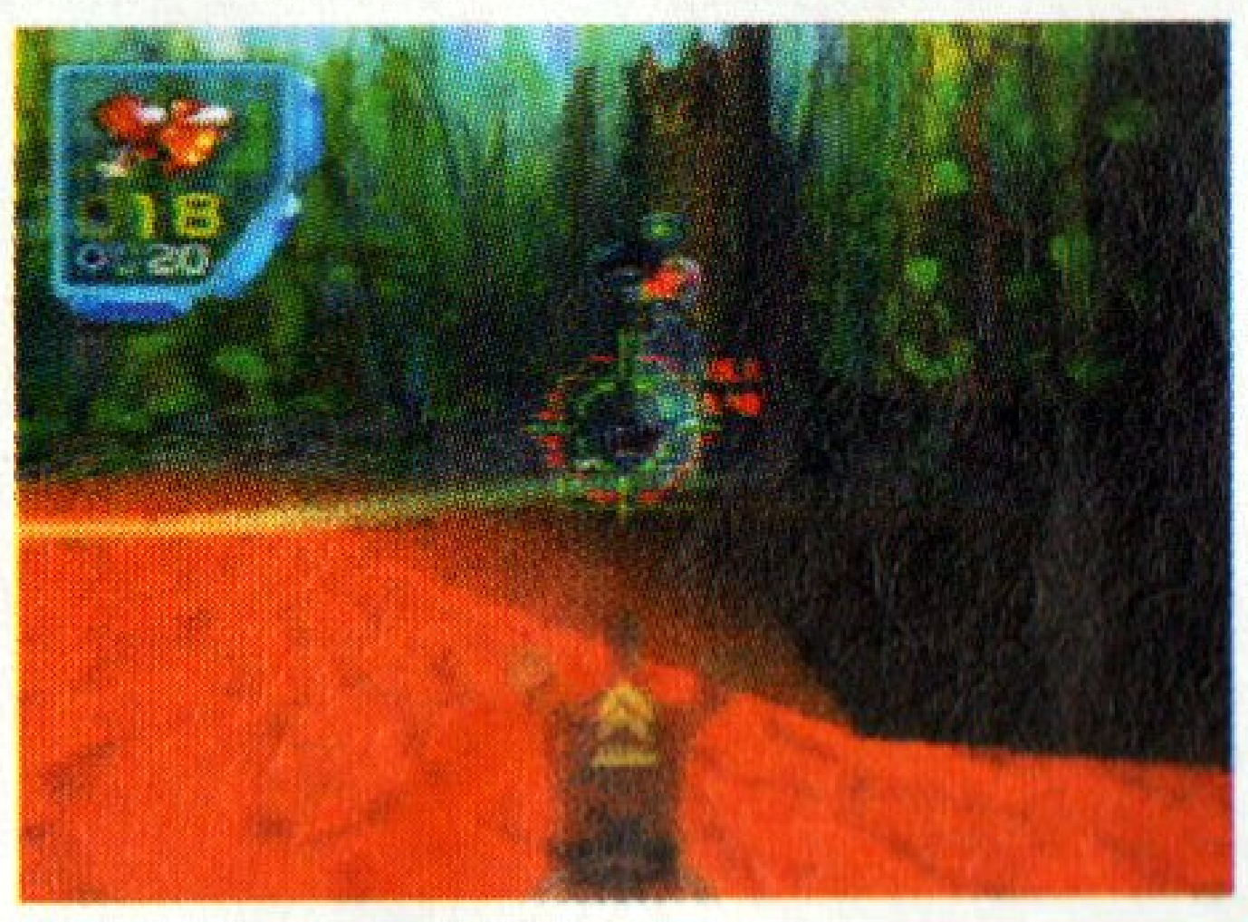
◄ And here are the little blighters. They're lean, mean killing machines…

▼ … and they obliterate Tribals for fun. Nasty business. (But funny all the same.)

▲ Buddabudda! Take some of this filthy alien slime!

▲ The aiming in *Jet Force* takes some getting used to, but it works a treat, yep.

▼ That's more like it. Those ants really feel the pain as you hammer into their skulls.



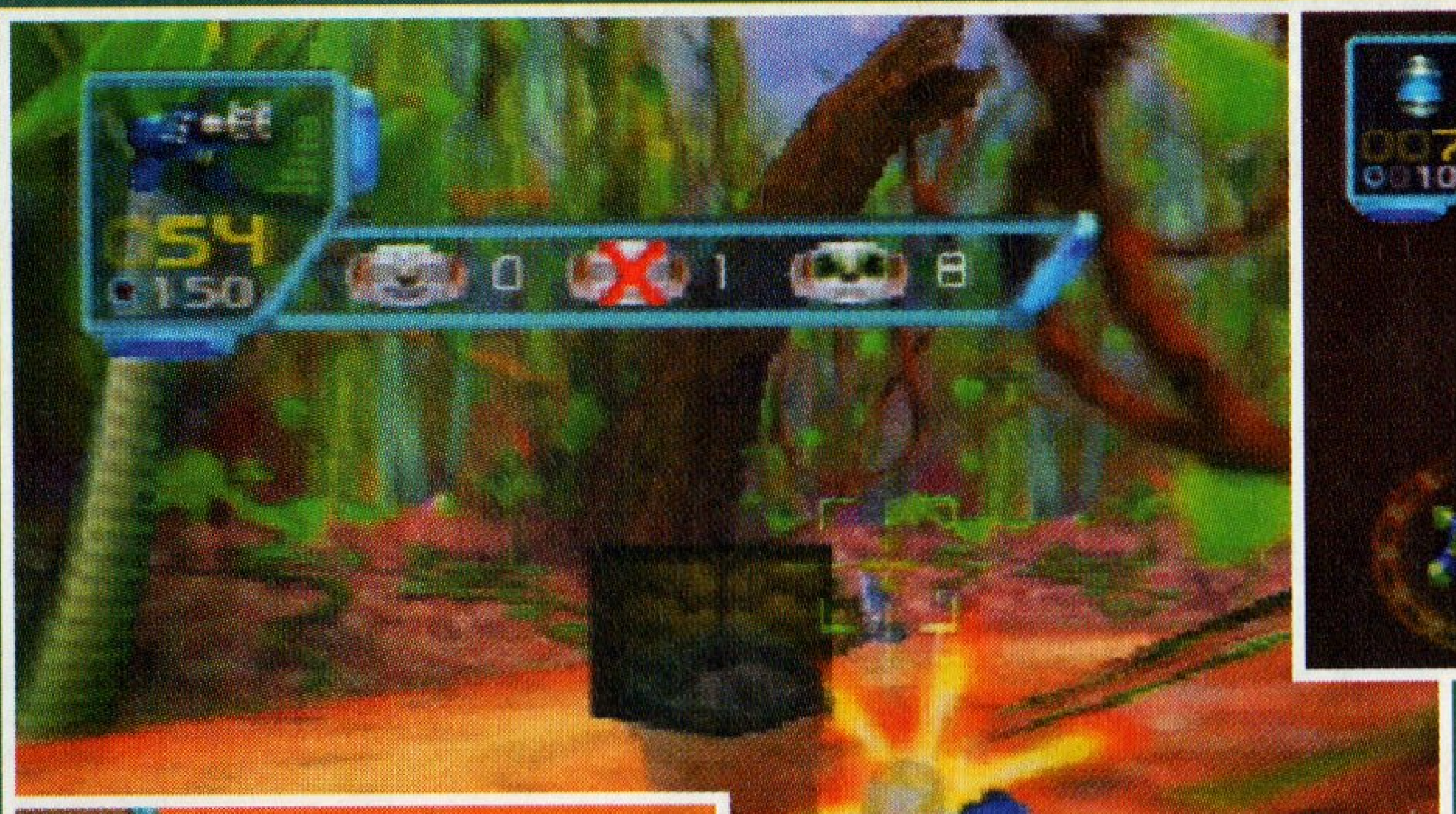
DEVELOPER: RARE
PUBLISHER: RARE

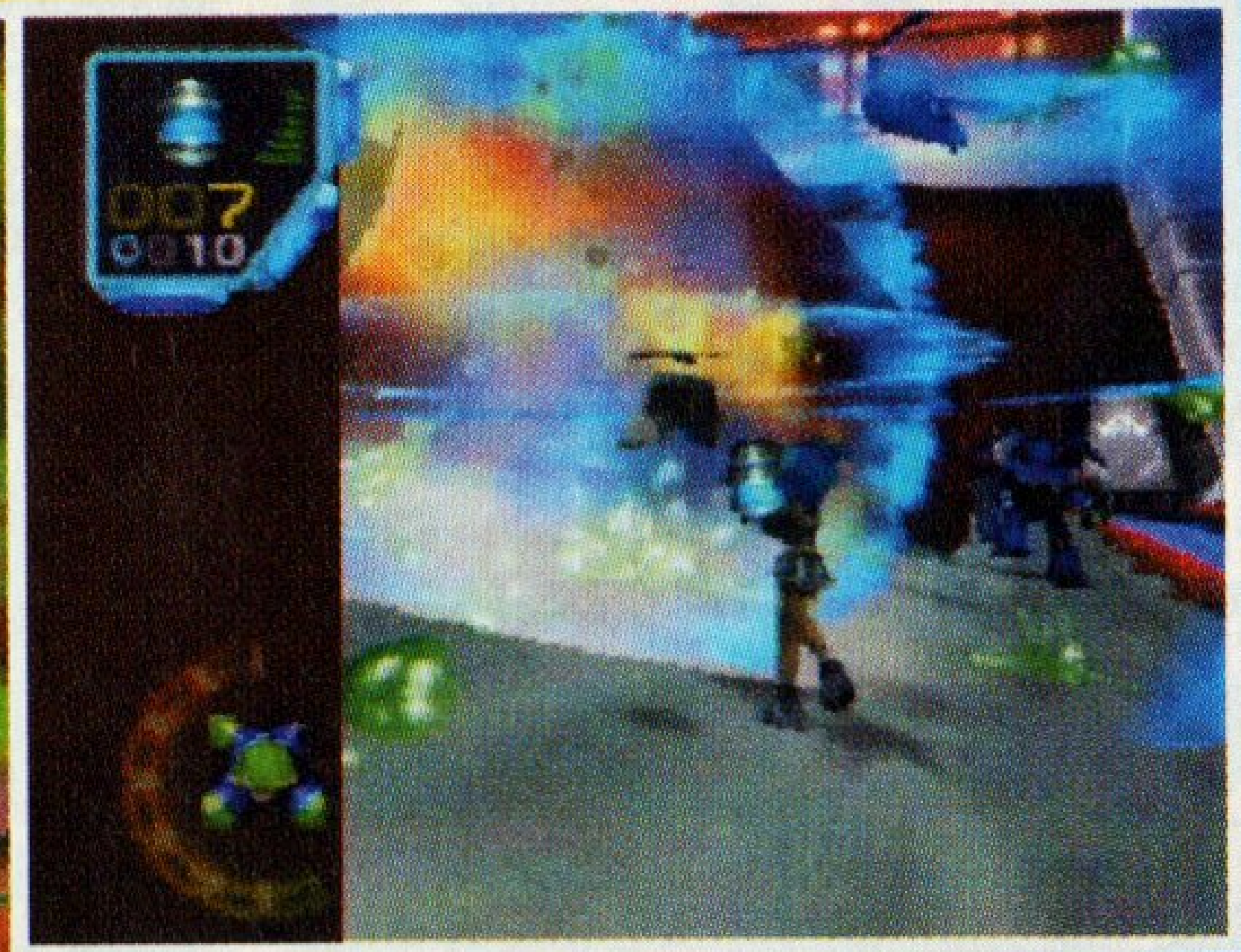
CALL: 01703 653377
PLAYERS: 1-4

SPECIAL FEATURES: RUMBLE PAK
OTHER FORMATS: NONE

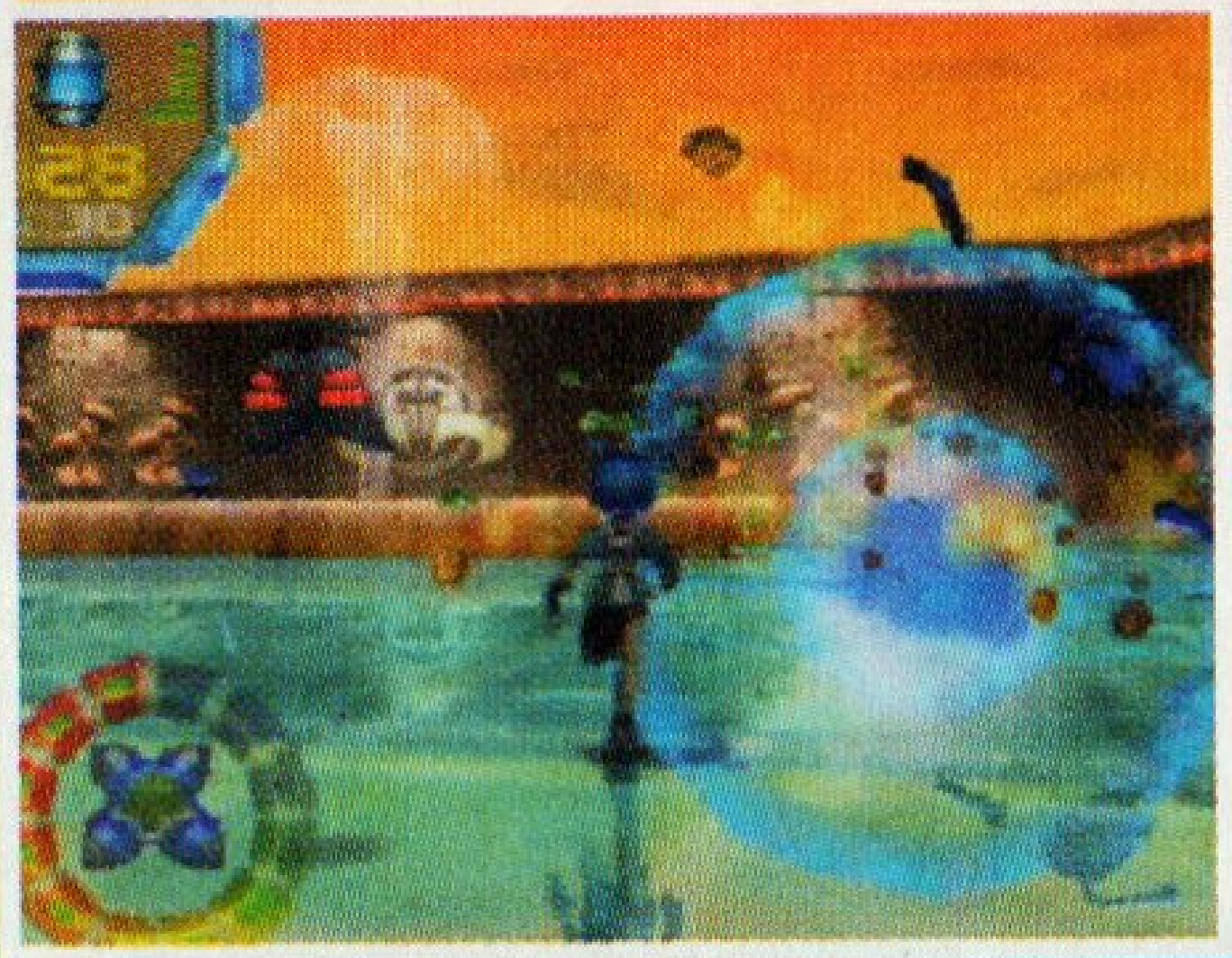
2 Feel This!

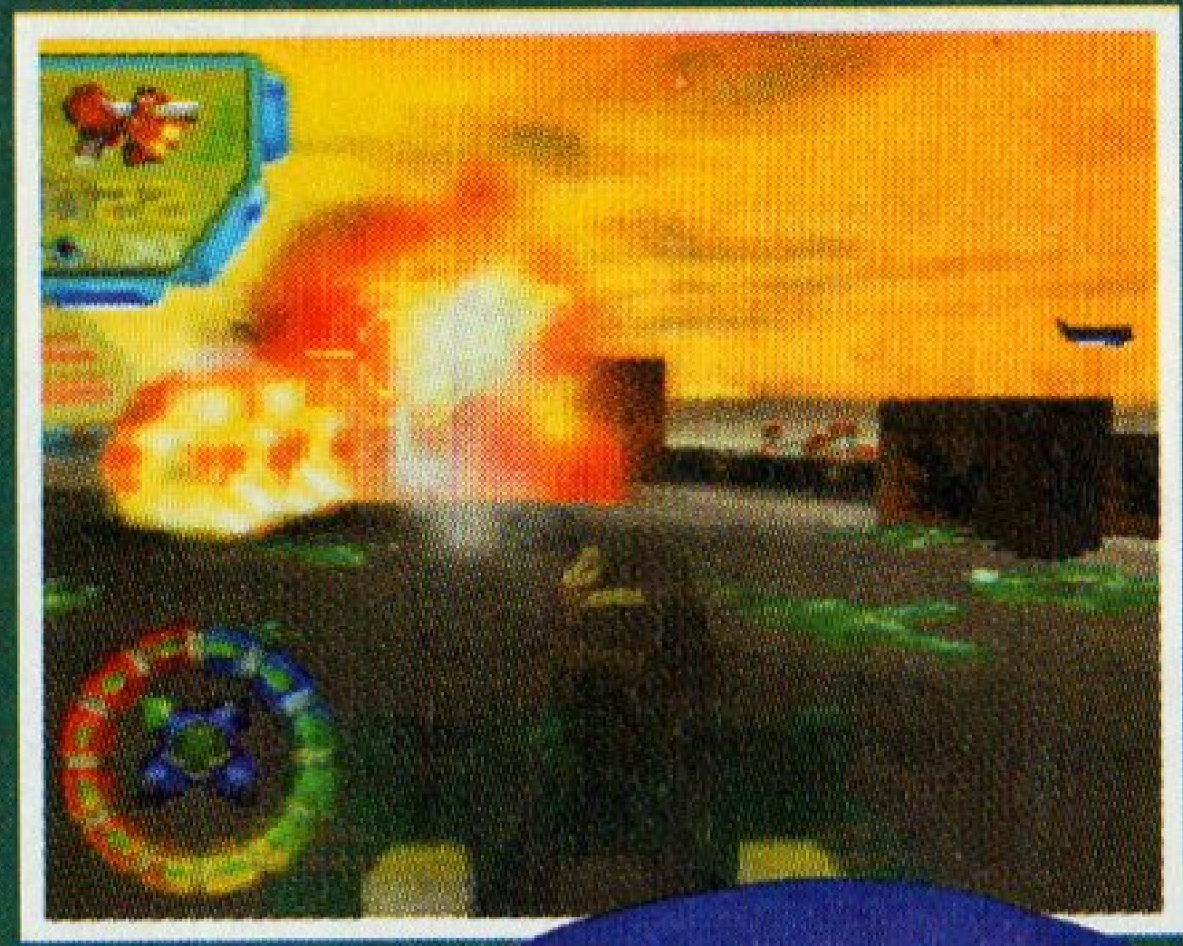
Get a load of these little beauties! All 13 weapons create bags of havoc, but our favourites are the Shuriken – a razor-sharp frisbee – which takes off heads, the Cluster Bombs – boom, boom, boom, splodge! – and the Machine Gun. Ooooooh, messy.





▲ Sha-koom! All the weapons have mighty impressive explosions.





▲ The machine gun. Looks gorgeous, and handles like an absolute wonder.

◀ Brilliant! Lob a grenade at your foes and this happens – ber-loody! Good too.

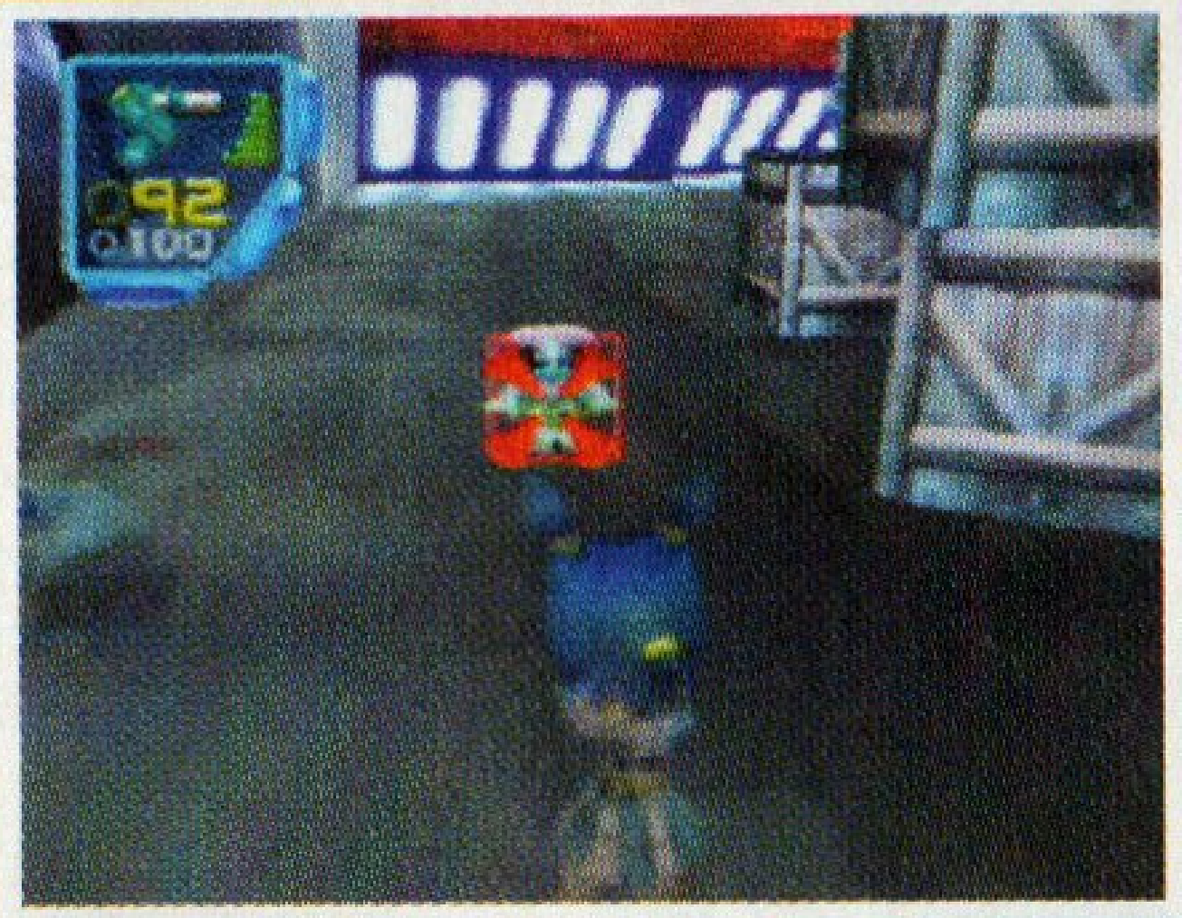
doubt, that's probably quite unfair, criticising a game for being stunning to look at, lip-quivering to listen to and, most of all, absolutely stonking to play. If this had come from any other developer, we'd be rushing outside, kissing the pavement and thanking the Great Gaming God on High that someone other than Rare and Nintendo still cares about gameplay. But, when a game turns up from Rare, you just kind of expect it to do something that no one else had ever thought of, or attempted before. And *Jet Force*, even given its hours of merriment, doesn't do that in the same way *Goldeneye* did.

CHARACTERS

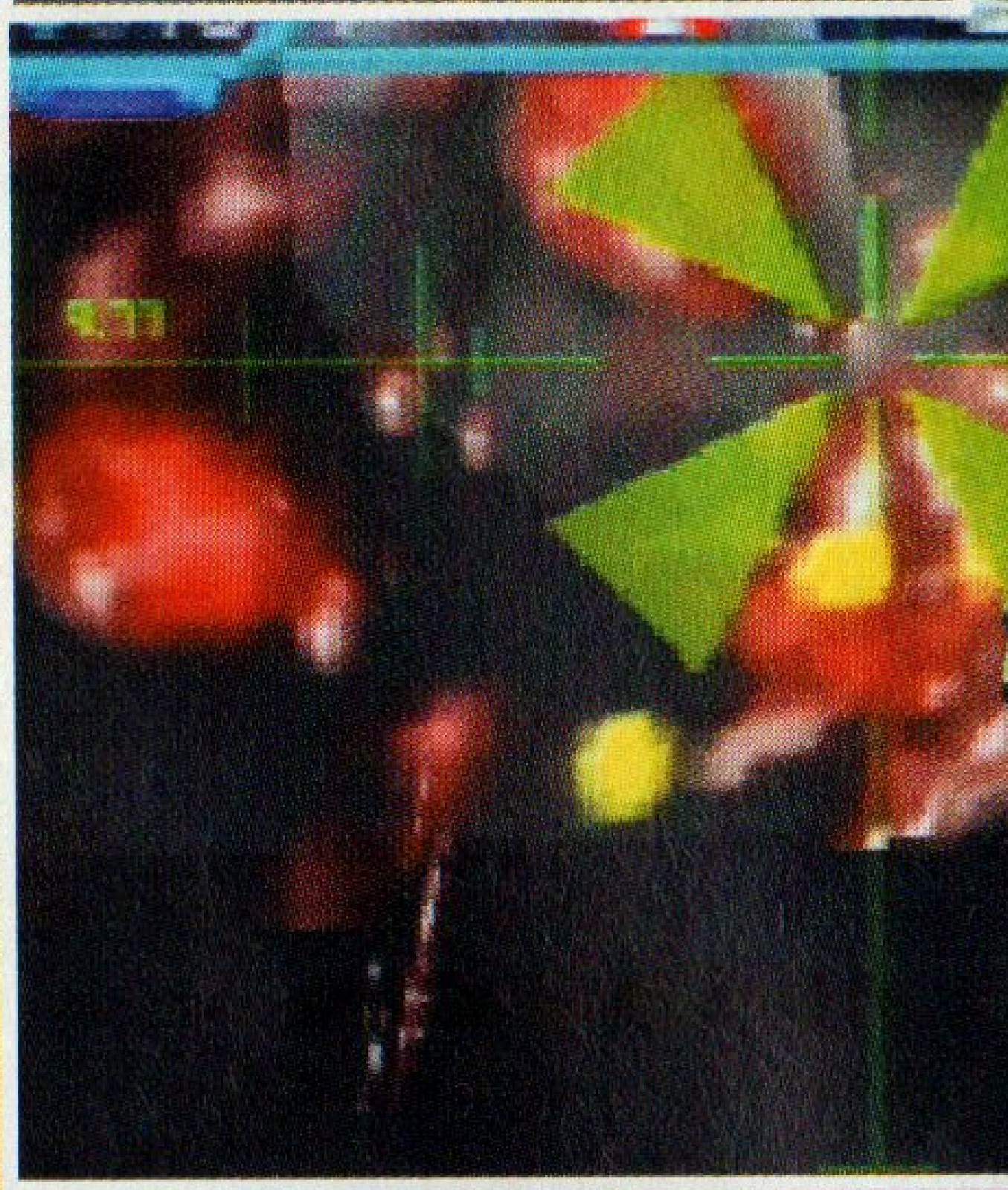
Anyway, we'll get back to that later. First off, the *Jet Force* of the title, unsurprisingly, consists of twins Juno and Vela (hence the Gemini bit, see?) along with their marble-eyed freak of a dog, Lupus. Later on, you'll also be able to add Floyd the Droid to your happy band of gun-lovin' psychos, who works in the same way Navi did in *Zelda*,

3 Tribal Mess!

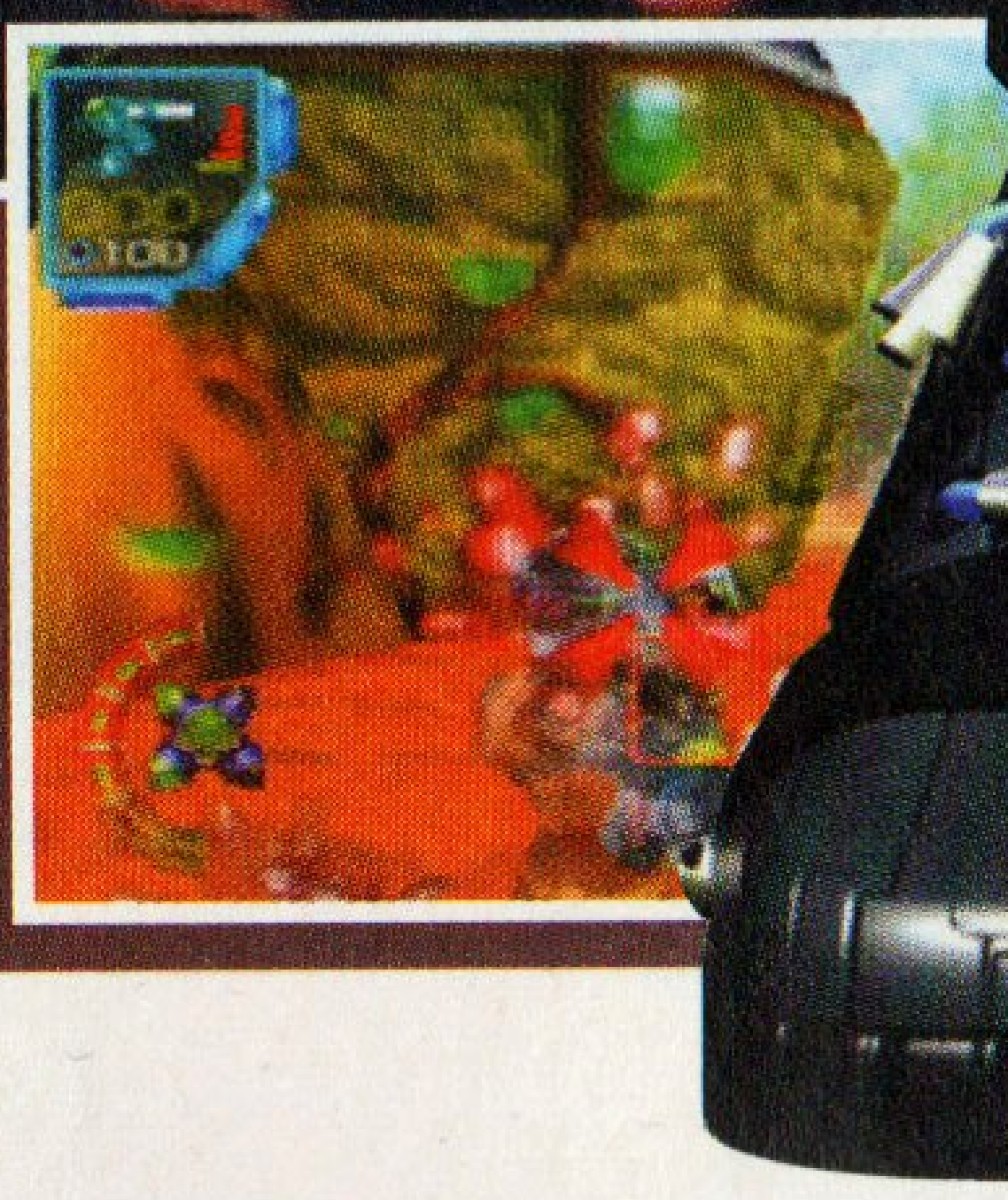
Admittedly you're supposed to be rescuing these little blighters, but if you 'do' for a couple of 'em who's gonn notice? The Sniper Rifle's perfect for some head remov but try the Plasma Shotgun on for size – watch that shower of blood!



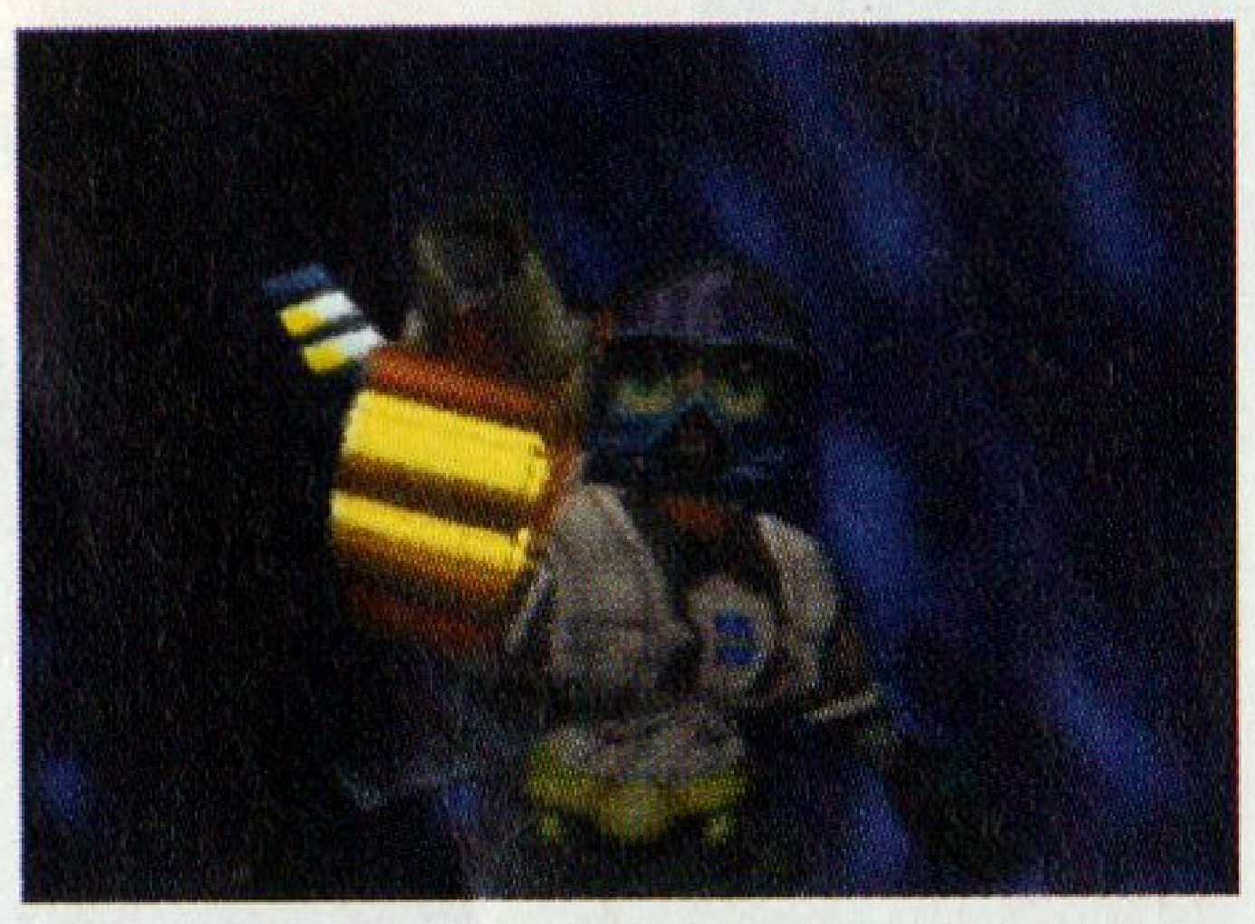
◀ Targeting and running can prove a bit of a nightmare at times.



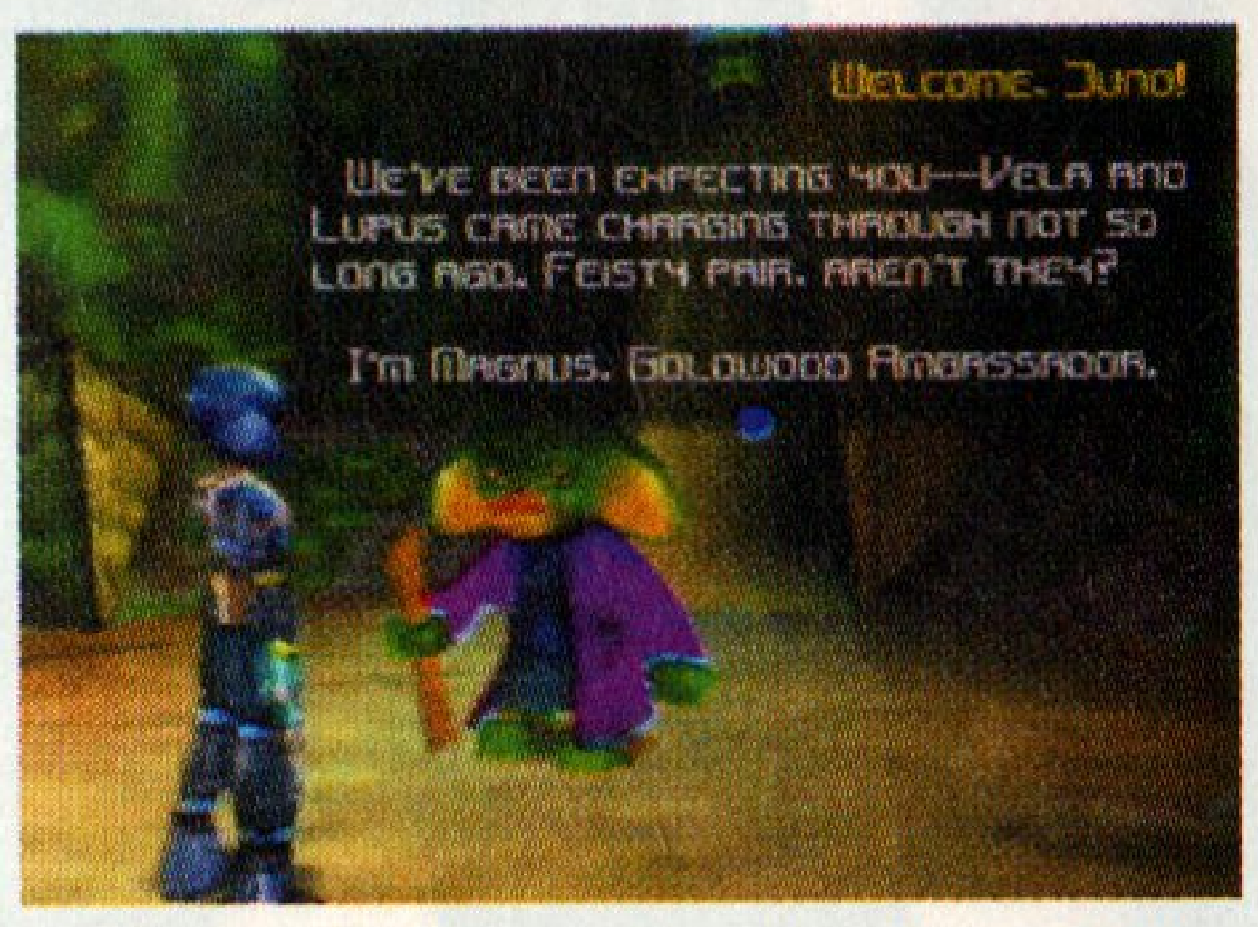
▲ Splat! Blood all over the place and a Tribal smears the wall. S'posed to be saving 'em, but one won't matter.



► Okay, two. It's difficult not to try out your new-fangled weaponry on them. They just wander up and squeak at you.



▲ Juno proves that he's not camera shy by taking some time out to pose.

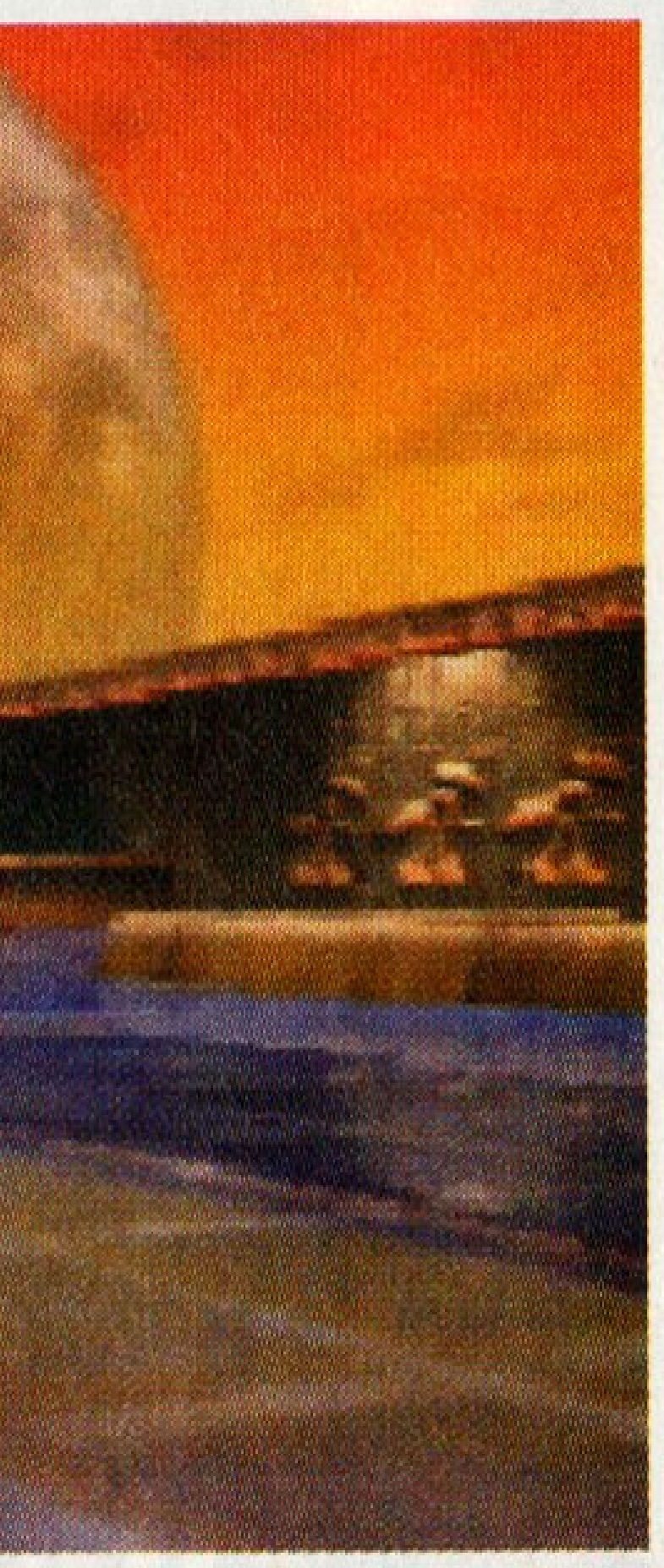


WELCOME, JUNO!

WE'VE BEEN EXPECTING YOU—VELA AND LUPUS CAME CHARGING THROUGH NOT SO LONG AGO. FEISTY PAIR, AREN'T THEY?

I'M MAGNUS, GOLDWOOD AMBASSADOR.

▲ Magnus holds your hand and points the way throughout the action.



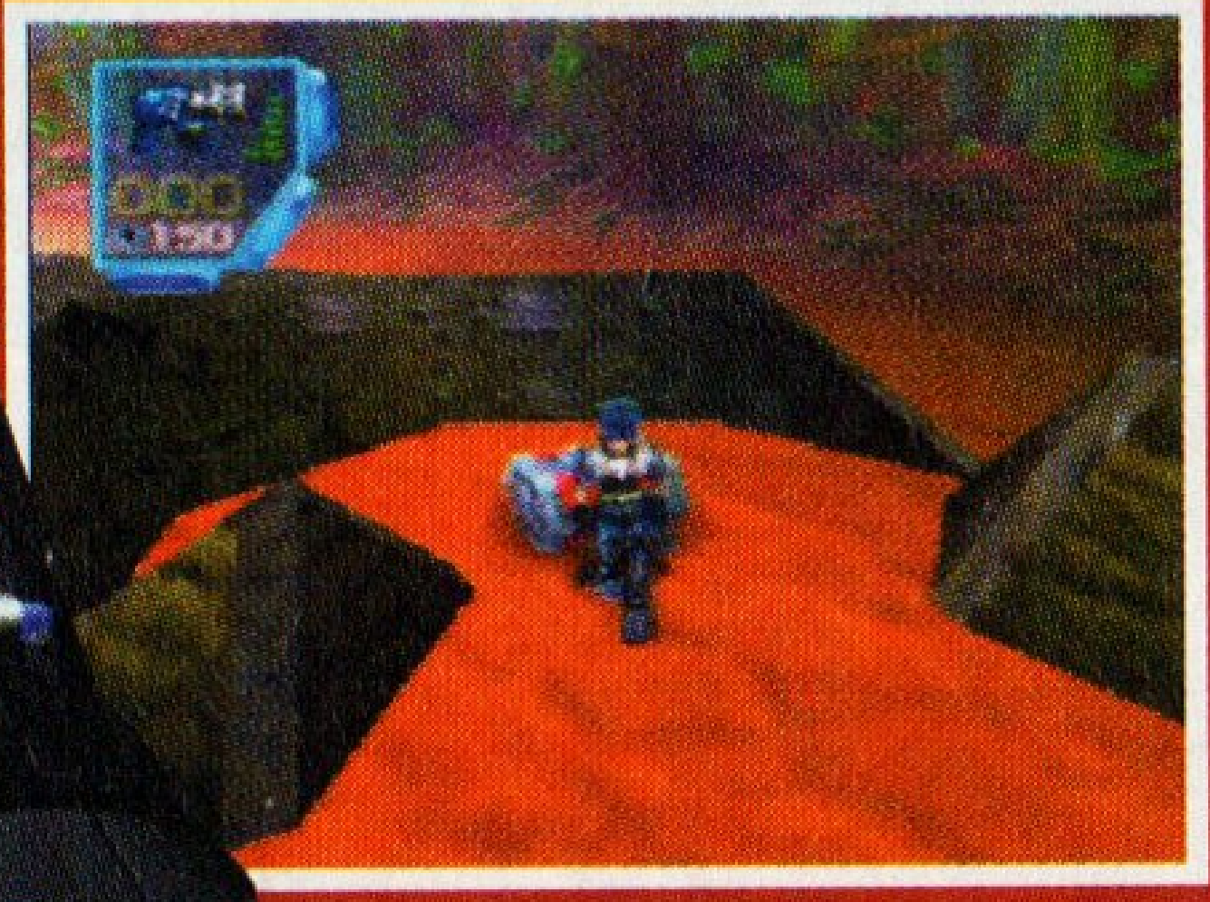
▲ You just won't believe the graphics. Just look at the reflections on the floor!

▲ *JFG*'s crud-looking space craft. Bit dump.

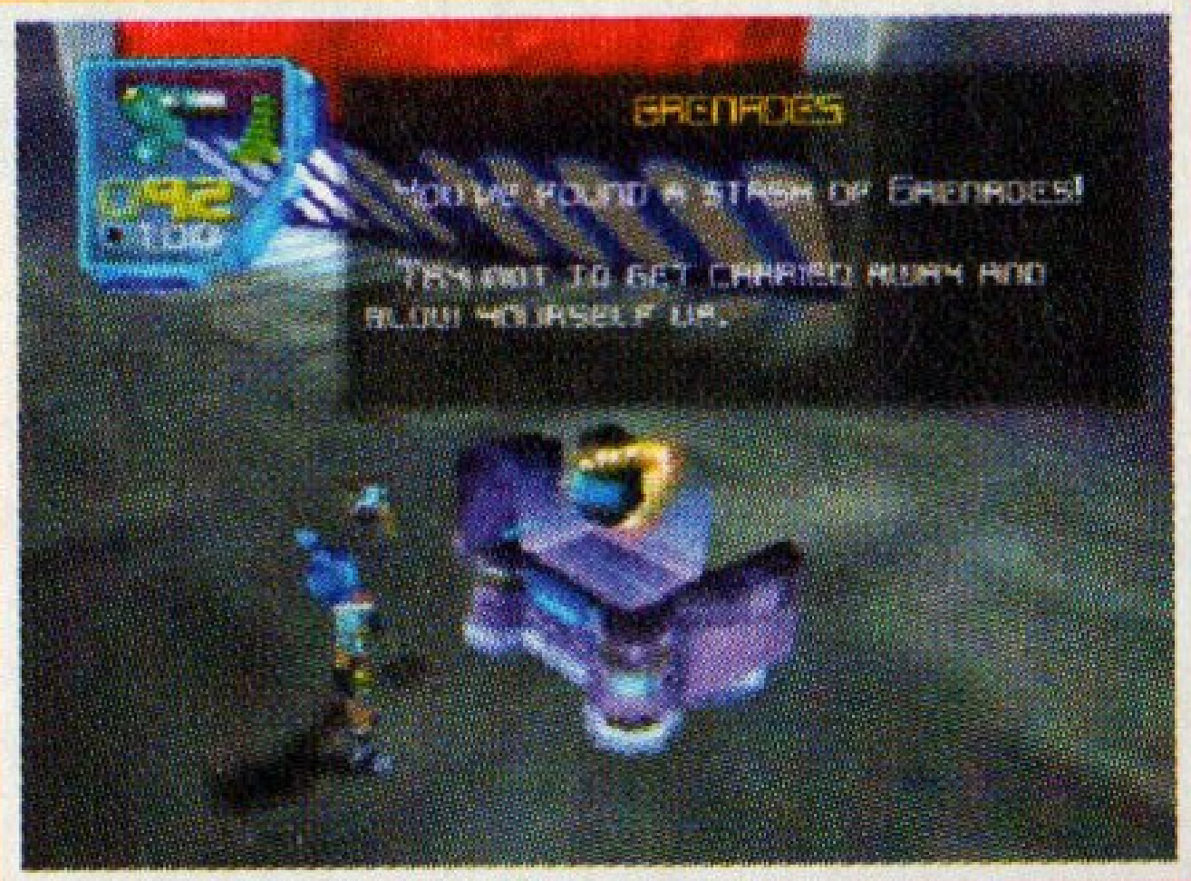
◀ Juno displays the fine art of decapitating ants. Mark one up for the boys, eh?

4 Power Up!

Scattered throughout your quest are tons of ammo recharges and energy boxes. Neat.



▲ Run out of ammo? Get a load of this little beauty, then.



GRENADES

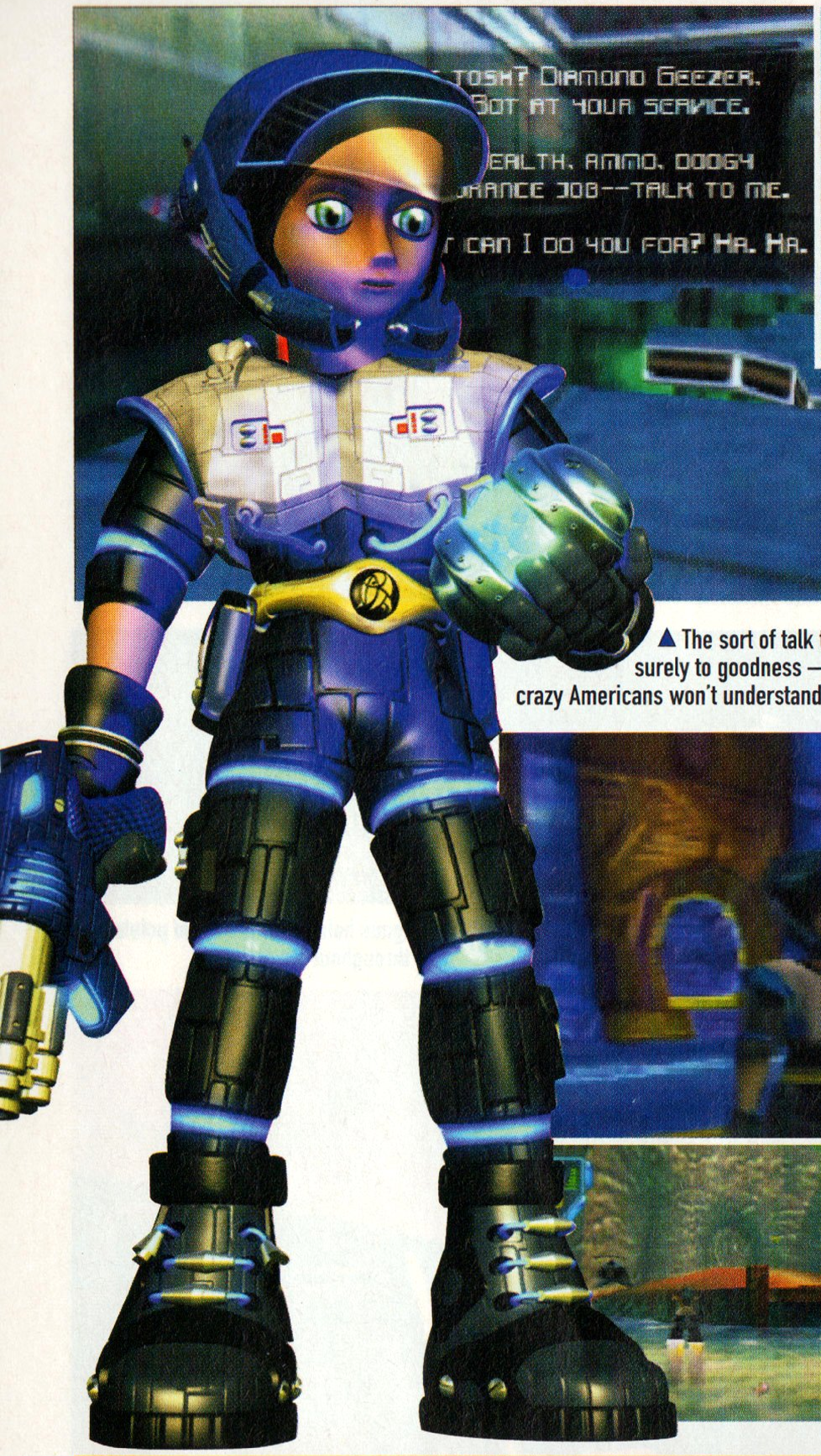
YOU'VE FOUND A STASH OF GRENADES!

TRY NOT TO GET CARRIED AWAY AND BLOW YOURSELF UP.

▲ New weapon! Look out for these boxes – inside is precious hardware. Get some!

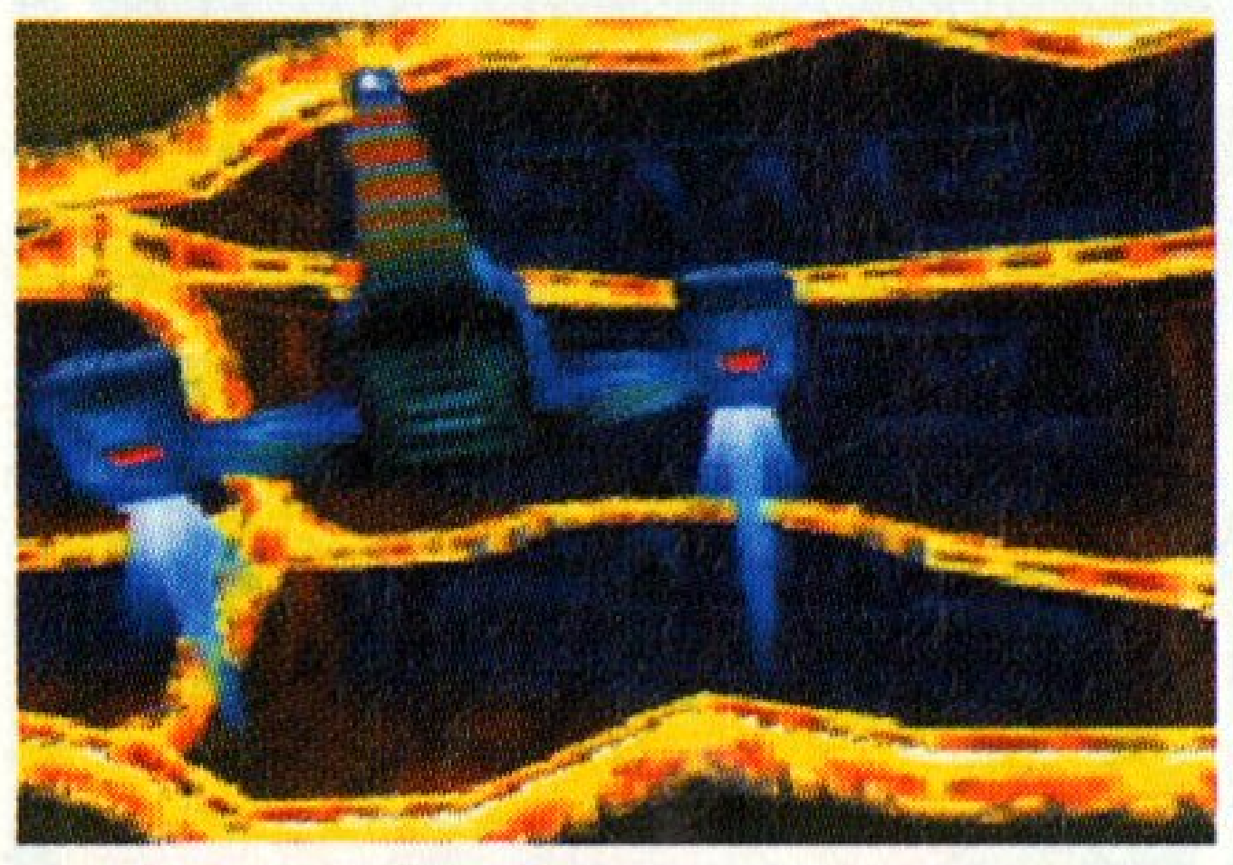
DATA ▶

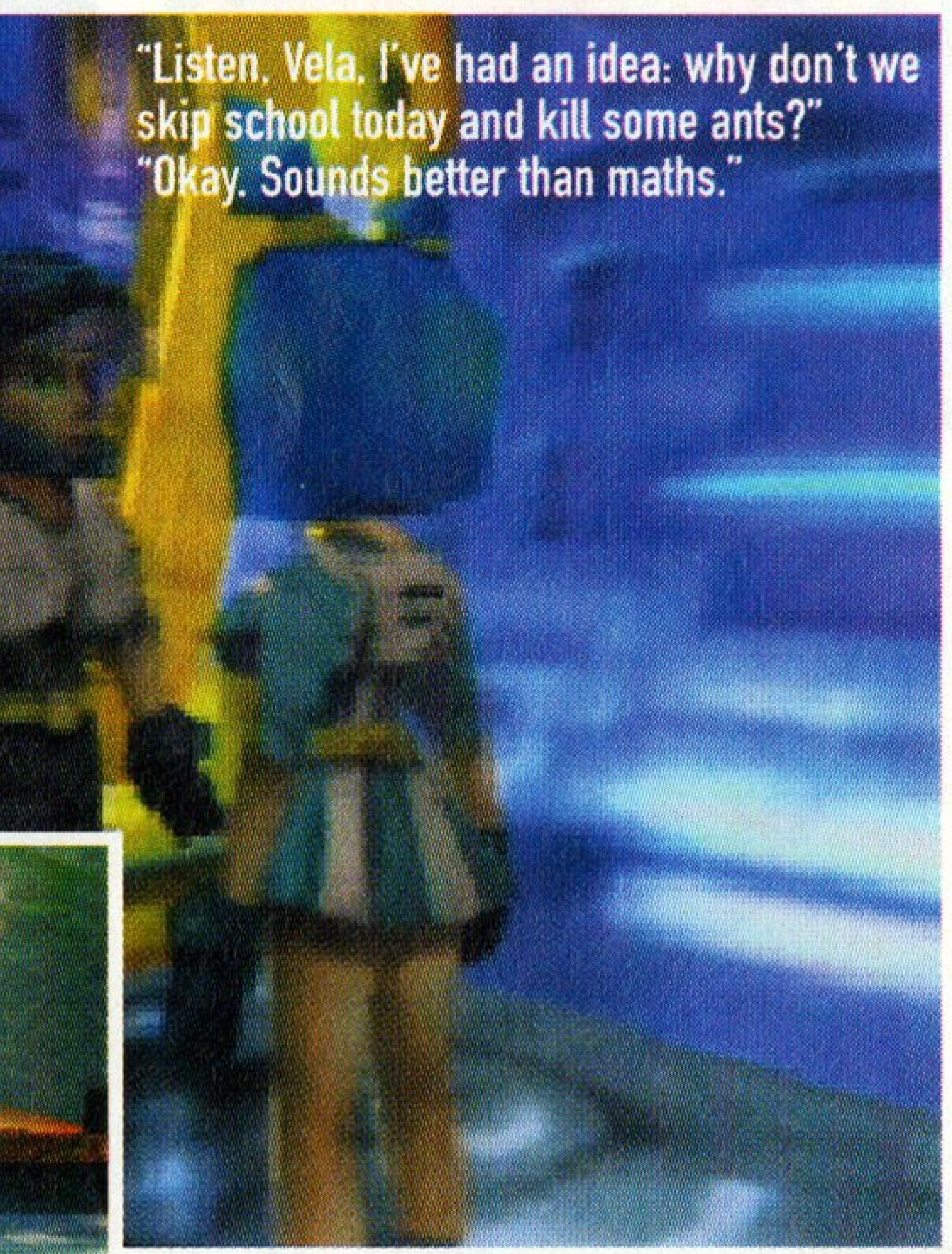
HOURS OF PLAY: 50
CHARACTERS: 3
LEVELS: HUNDREDS
BLOOD: PLENTY
SUB-GAMES: LOADS
BOSSES: FIVE


...TOSH? DIAMOND GEEZER.
...BOT AT YOUR SERVICE.
...EALTH. AMMO. DOOGY
...URANCE JOB--TALK TO ME.
...T CAN I DO YOU FOR? HA. HA.

▲ The sort of talk that – surely to goodness – those crazy Americans won't understand.

▲ Feel the pain, ants! Lupus dishes up a meal of hurt – all tanked up too.



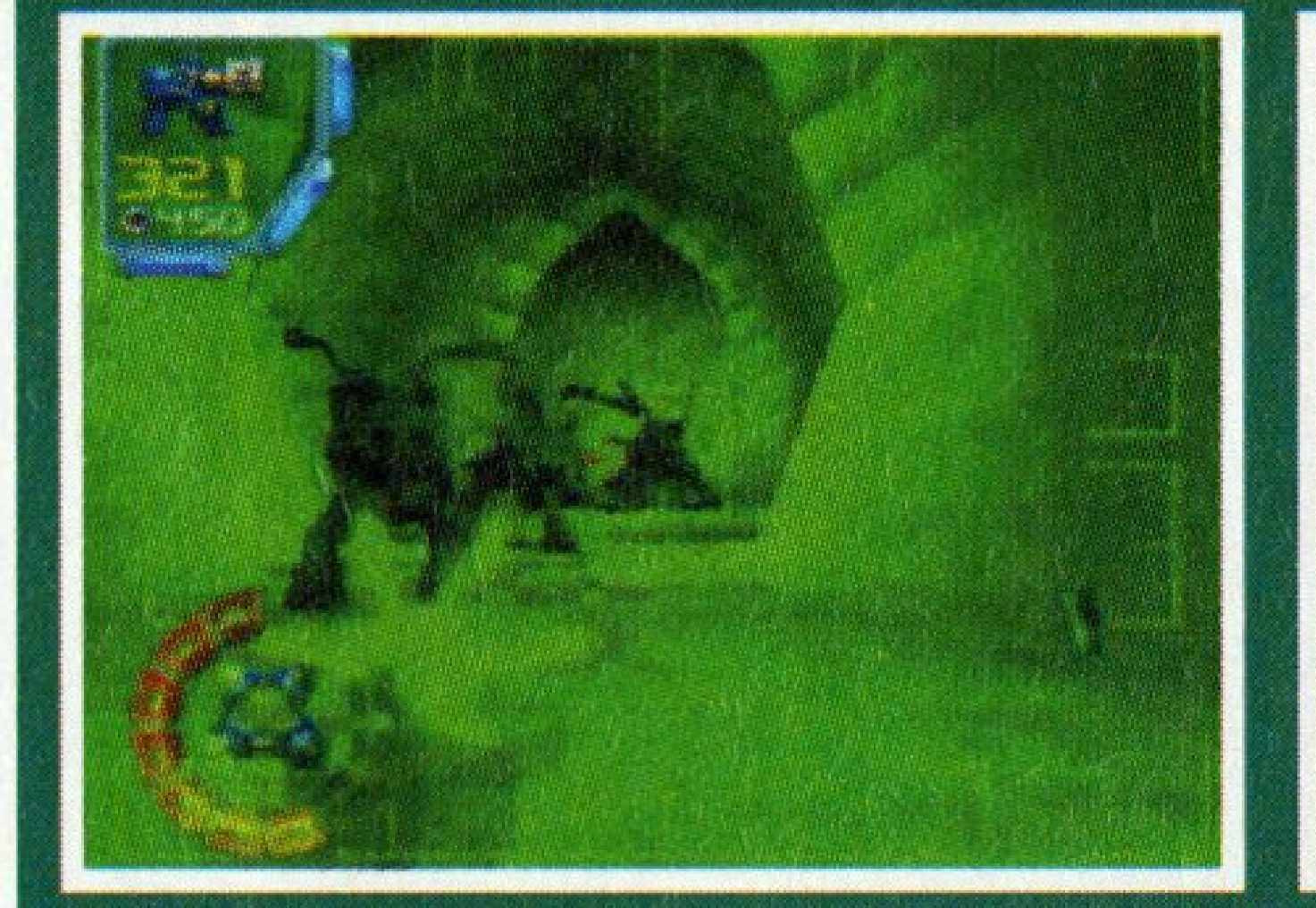


"Listen, Vela. I've had an idea: why don't we skip school today and kill some ants?" "Okay. Sounds better than maths."

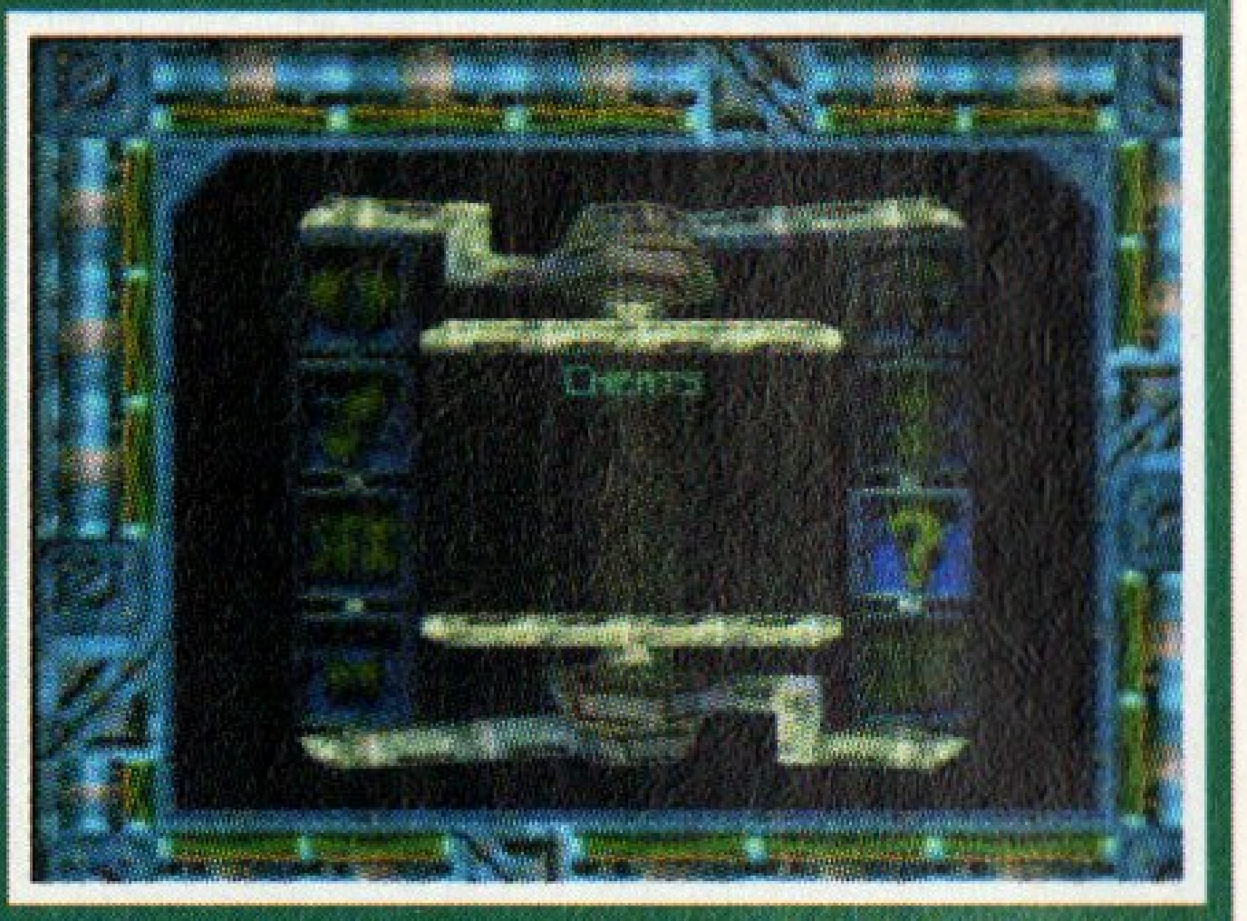
◀ Lupus and his unstoppable flying boots. They'll carry you everywhere.

6 CHEAT AND GREET!

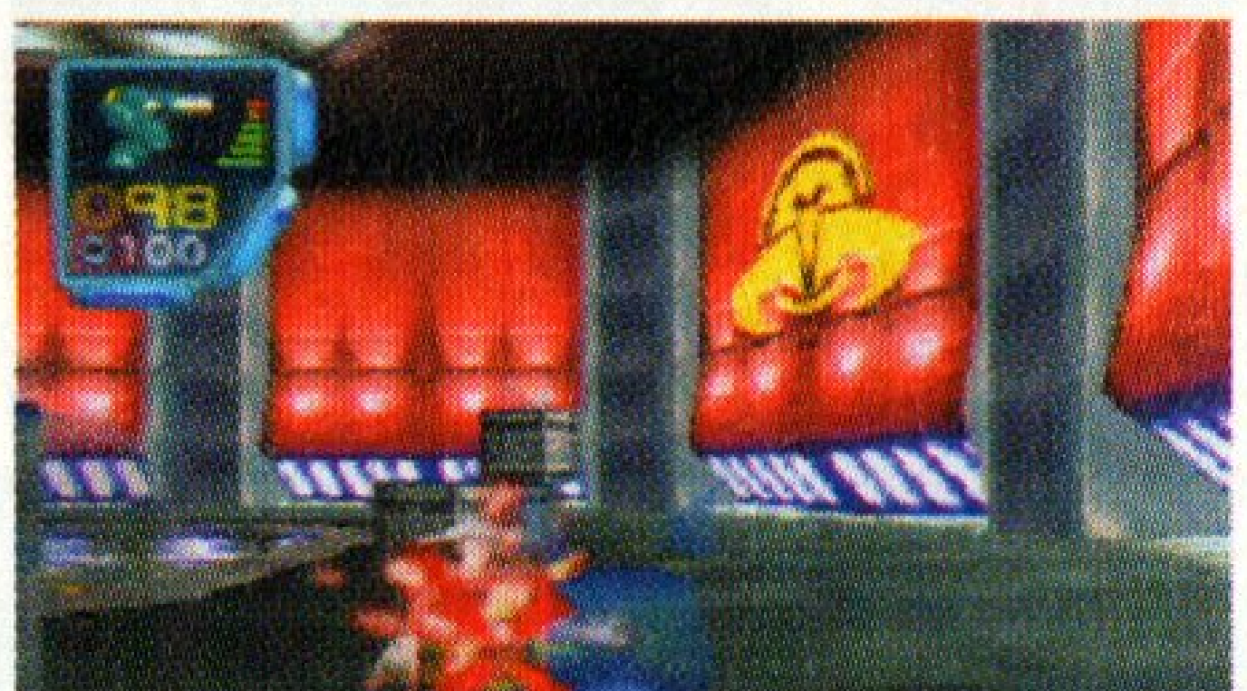
The cheats system in *Jet Force* works like *Goldeneye*'s: you have to complete certain tasks and certain levels in certain times to open – yes! – certain cheats. Anyone fancy a touch of the obligatory Big Head mode?



▲ Night Vision Goggles. Complete the first half of the game and you get these babies.



▲ The cheats menu. Expect it to fill up with some *Goldeneye*-like cheats. Great stuff.



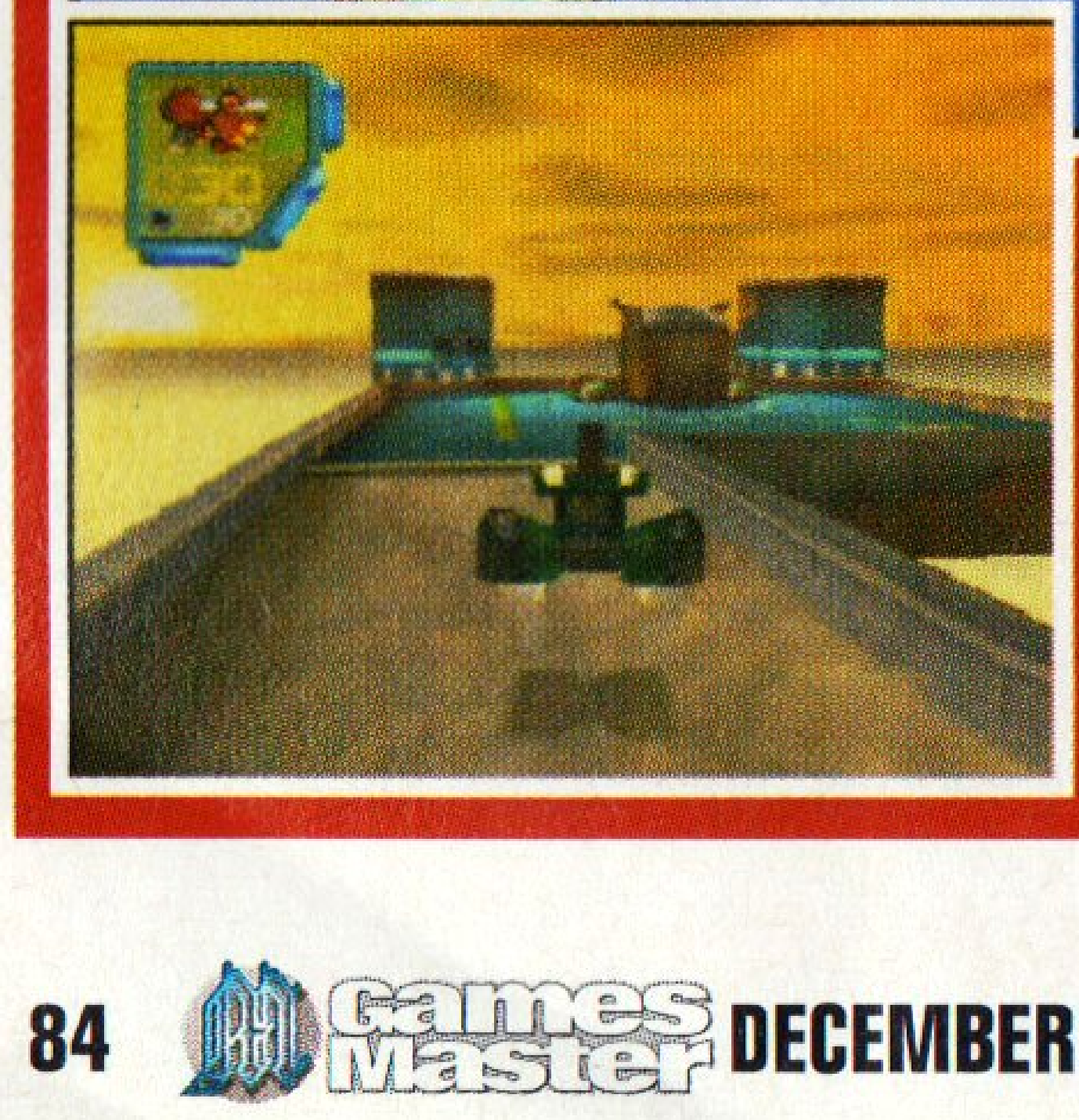
◀ Sorry my little furry friend. Another Tribal gets a good kick in the knackers for his troubles. Plenty more of them about too.

▼ Power-up's! Look carefully pretty much everywhere, as *JFG* has some sneaky ways of hiding the good stuff away.

5 THREE'S A CROWD!

Once you've collected all three of the characters you can then start making full use of their abilities: Juno can skate across lava without burning his feet, Vela (with her fine set of lungs) can explore underwater and Lupus can fly-eeeeee!

▲ Alien goo. There's plenty of this in *JFG* – especially when Juno's around. He's a violent little chap, you know.



◀ Lupus's flying craft form. Incredibly useful for scaling the dizzy heights of towers, skyscrapers and fuel dumps.

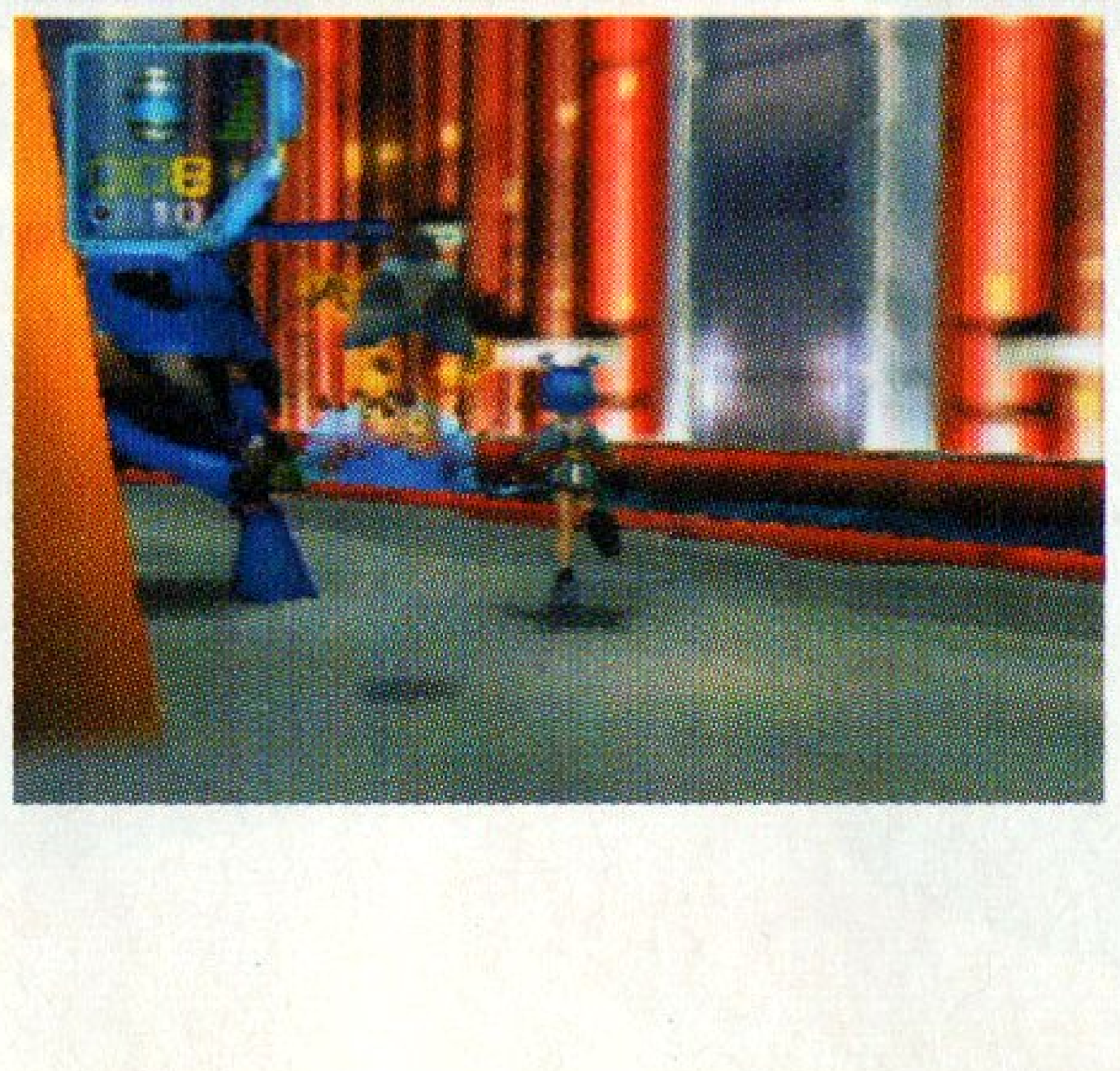
zipping round your head and flashing red when danger approaches. But, Floyd isn't really a consideration until later on – you have to find him first – so Juno, Vela and Lupus make up the meat of the game.

Each character has a unique set of skills – Juno can walk across lava, Vela can hold her breath underwater for ages, and Lupus can turn into a flying machine and a hoverboat! The game works in a Y-shape, with each character starting at one end of the Y and working their way in. Starting off with Juno, you then find Vela, who then finds Lupus. As you go you'll also see that there are stacks of passages, doors and caverns that you can't get to as your present character, so once you get to the centre of the Y, the idea is to trek back along each branch of the route and access areas previously inaccessible, such as the underwater tunnels.

STORYLINE

The storyline is simple: the Tribals, a group of stumpy *Ewok* look-a-likes, have had their planet homeworld invaded by legions of blue ants, who are part of the hateful Mizar's bloodthirsty army. While cruising through space, the *Jet Force* team receive a distress call from the Tribals, who plead with them for help (while, in the background, the ants blow up Tribals in showers of red goo!). So, the *Jet Force* team land on the homeworld with the sole objective of rescuing the Tribals and killing Mizar's army, and eventually Mizar himself (just wait until you get a load of *him*). You can, however, stray from the quest a little

▲ The lovely, if bug-eyed, Vela. Bet she's a bit of a saucy one.

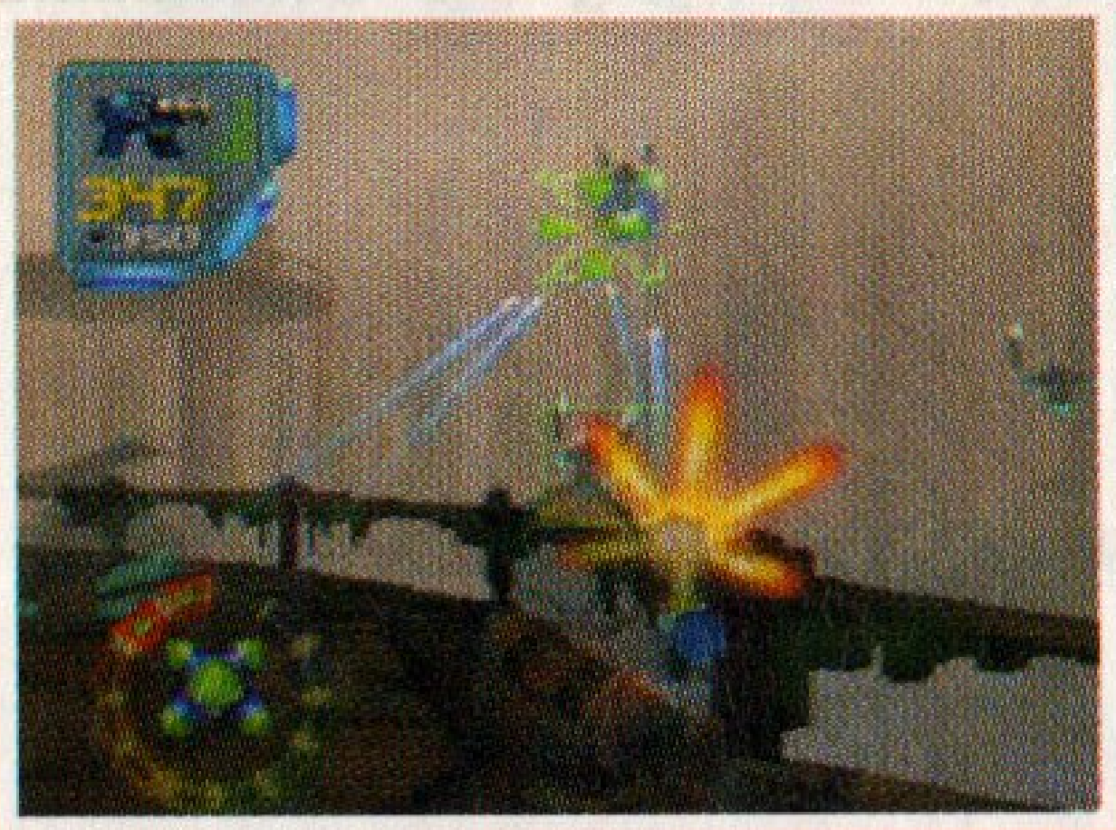


◀ The ol' ants don't know what hit 'em.

Some pedigree chum, a bone and a machine gun, ta.

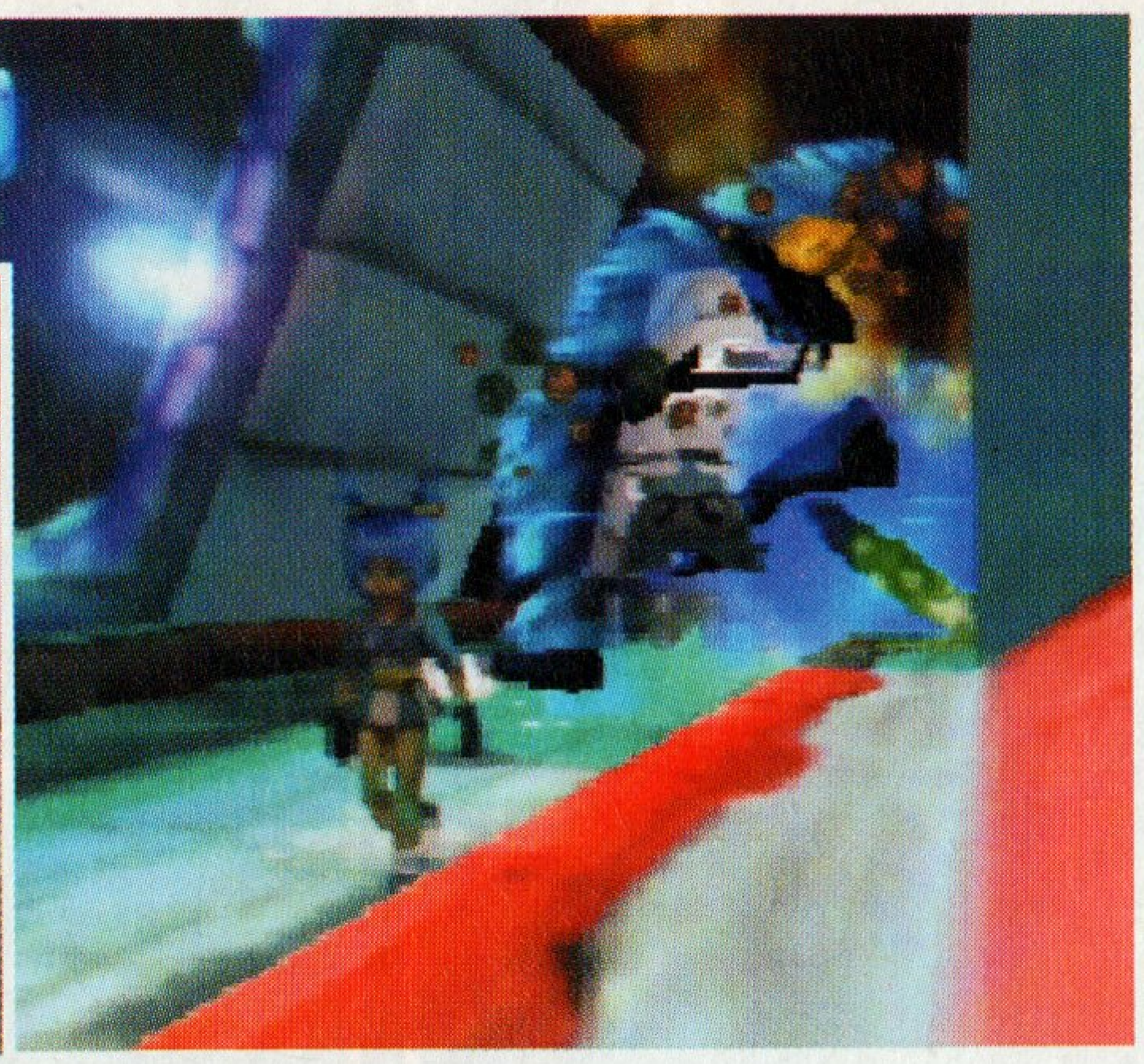
7 TWO'S UP!

The co-operative mode is tippertop. Once you've discovered Floyd, you can use his firepower to help!

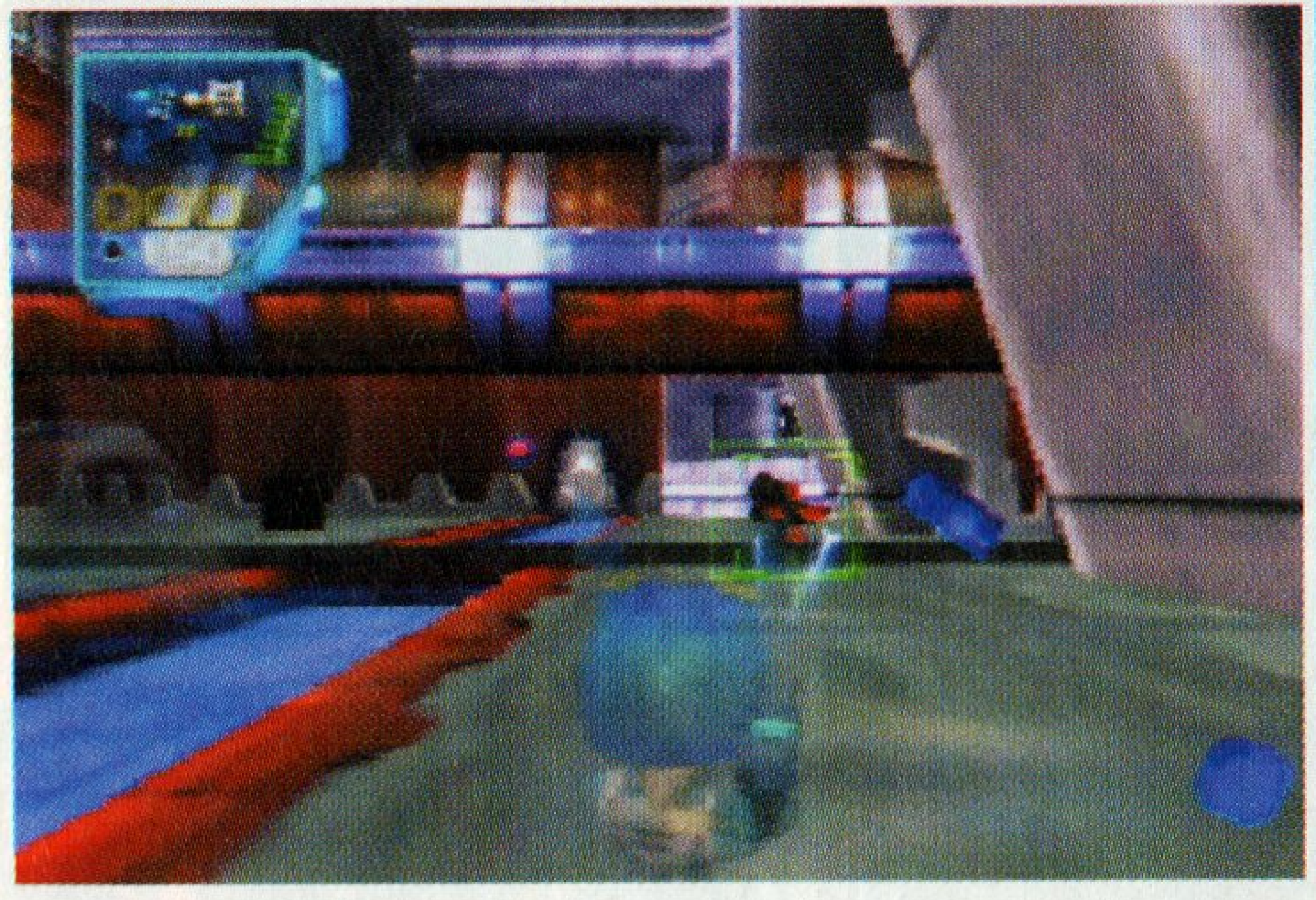


▲ While Juno shoots off a few rounds of the old machine gun ammo…

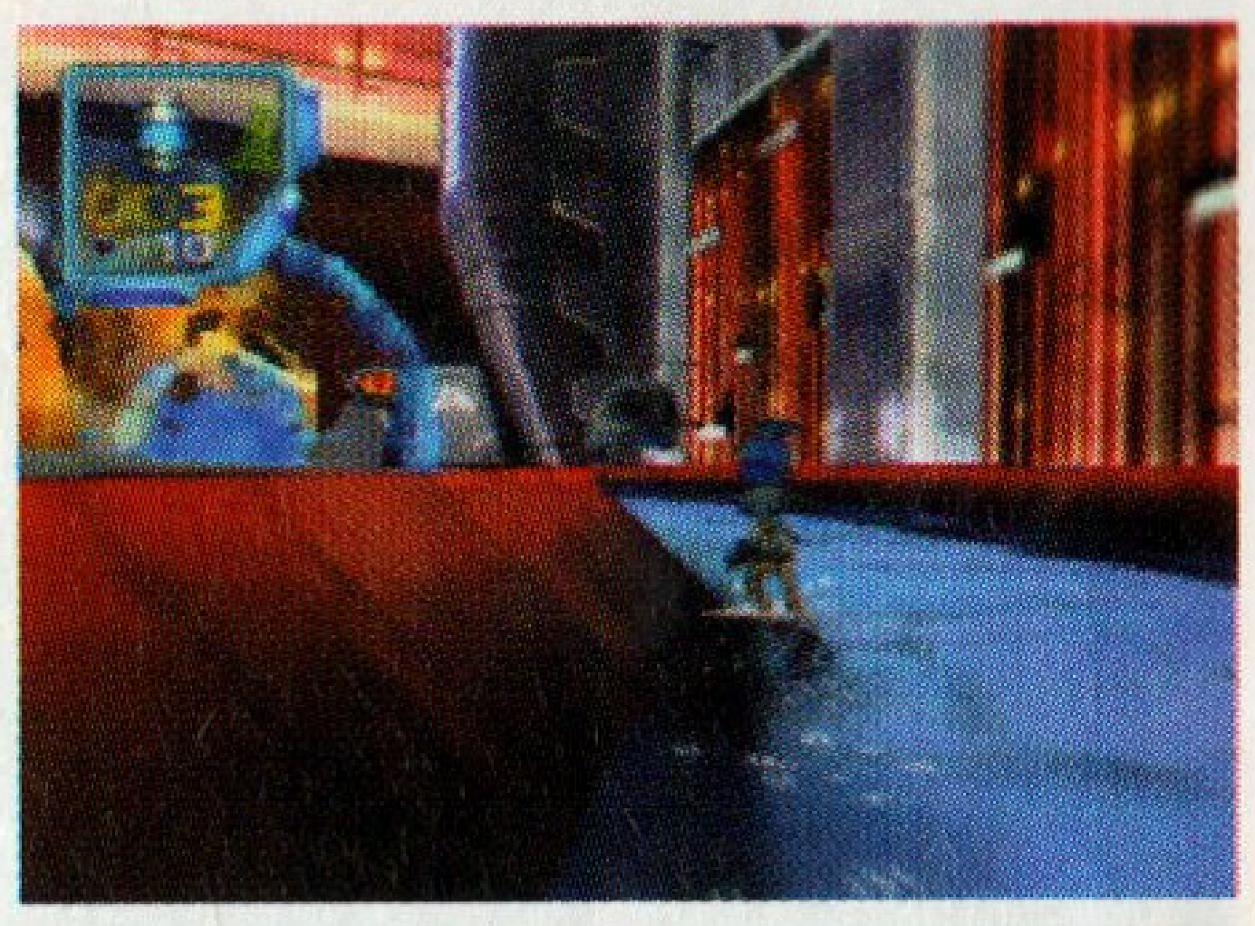
▲ … Floyd helps out with some blue lasers of his own. Really useful.

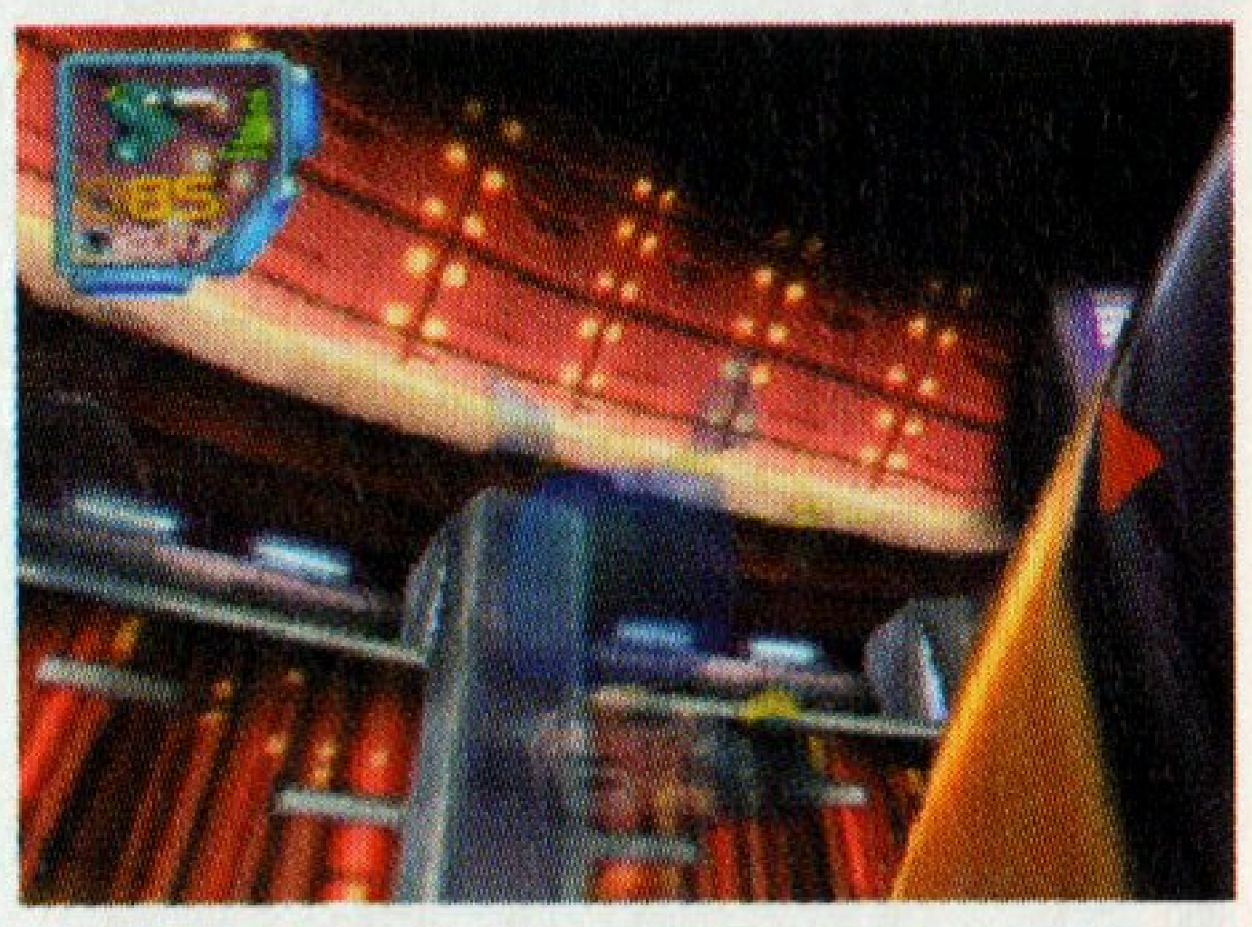


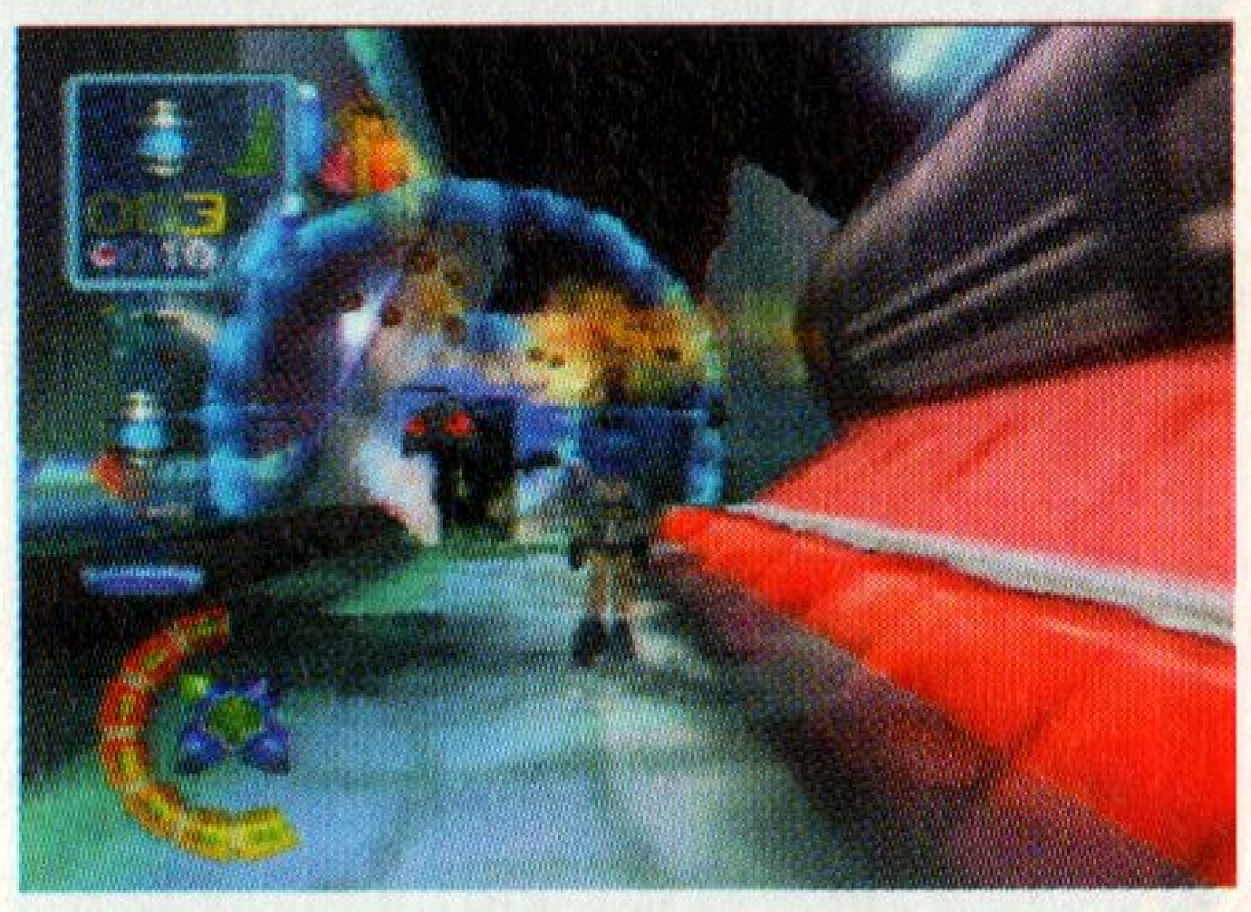
► Look at that. Cool as a cucumber, even with all those mighty explosions going off.



▼The camera works well, fading out whenever one of the twins gets close.







thanks to the game's splendiferous mean streak… Tribals can actually be targeted, and if you blow them up, or take them out with any of the game's 13 fantastic weapons, you don't even get penalised – in fact, you get congratulated! You also get ammo rewards for collecting up the heads of the dead ants who explode into showers of body parts when you kill them. Tiptop.

SMART

Jet Force, then, is essentially an old school shoot-em-up given lashings of new paint in 3D (hence many people's doubts as to whether it's, you know, as good as all that). Even so, you can't fail to be impressed by what Rare have created: not only are the worlds – split into a series of 'rooms' – some of the most eye-popping you'll have ever seen in a console game (we're talking Dreamcast quality, here), but there's absolutely no slowdown, even with 10 ants rushing you. Equally staggering is the quality of the AI on show: just watch in awe (and screaming frustration) as you target an ant and then, as you start firing, it dives for cover behind a tree, circling around out of sight, and jumping out behind you, plugging you in the back of the head. They're incredible. Just as you think you're starting to get a feel for the way they move and hide, they'll do something else, like duck, roll or run away completely if they think they're in danger of coming off second best. They even leave the scene of a battle to go and get a load of mates, then return four or five strong, all armed to the teeth and firing volley after volley of bullets at you.

CONTROLS

The biggest hurdle *Jet Force* throws at you, though, is its controls – and it's this part of the game that will probably put a fair few people off. See, there's two entirely different sets of controls: one for normal running about and one for targeting. The first is the more difficult, especially if, like us, you've been playing with *Turok* controls for the past three years, as the C-Buttons are no longer used for movement, but for strafing, jumping and ducking. The analogue stick moves you about, A and B scrolls through your weapons, and a tap of Z fires off your guns. *Then*, when you want to target an enemy, the controls completely switch – wouldn't you know it?! – to the *Turok* set-up, which is easier and more familiar as your character fades out, providing a *Goldeneye*-like first-person view. It's trying to *merge* the two, however, that's the problem, as you're often required to move from one to the other seamlessly during battles in order to avoid gunfire and also to fire off some rounds yourself.

We reckon it took us a good, ooooooh, four or five hours of play before

→

8 BOSSED IN SPACE!

Out of all the nasties that have a go at you, Mizar's the real treat – we won't spoil it for you by showing you piccies, but he's absolutely massive – but there's also a host of big, beefy baddies. You can even get inside some of them they're so vast!

▲The bosses in *JFG* are absolutely incredible. Look at the bleeding size!

► Each boss has a weak point, but it's your job to find out where. Difficult, it is.

◄Lupus is a fairly useful character to have against the bosses – he can fly!

▼Cut scenes precede each of the bosses, setting the scene nicely for your scrap.

▲ Beeee-yoo-tiful. A gorgeous, screen-rumbling explosion and blood. Ace!

DATA ▸

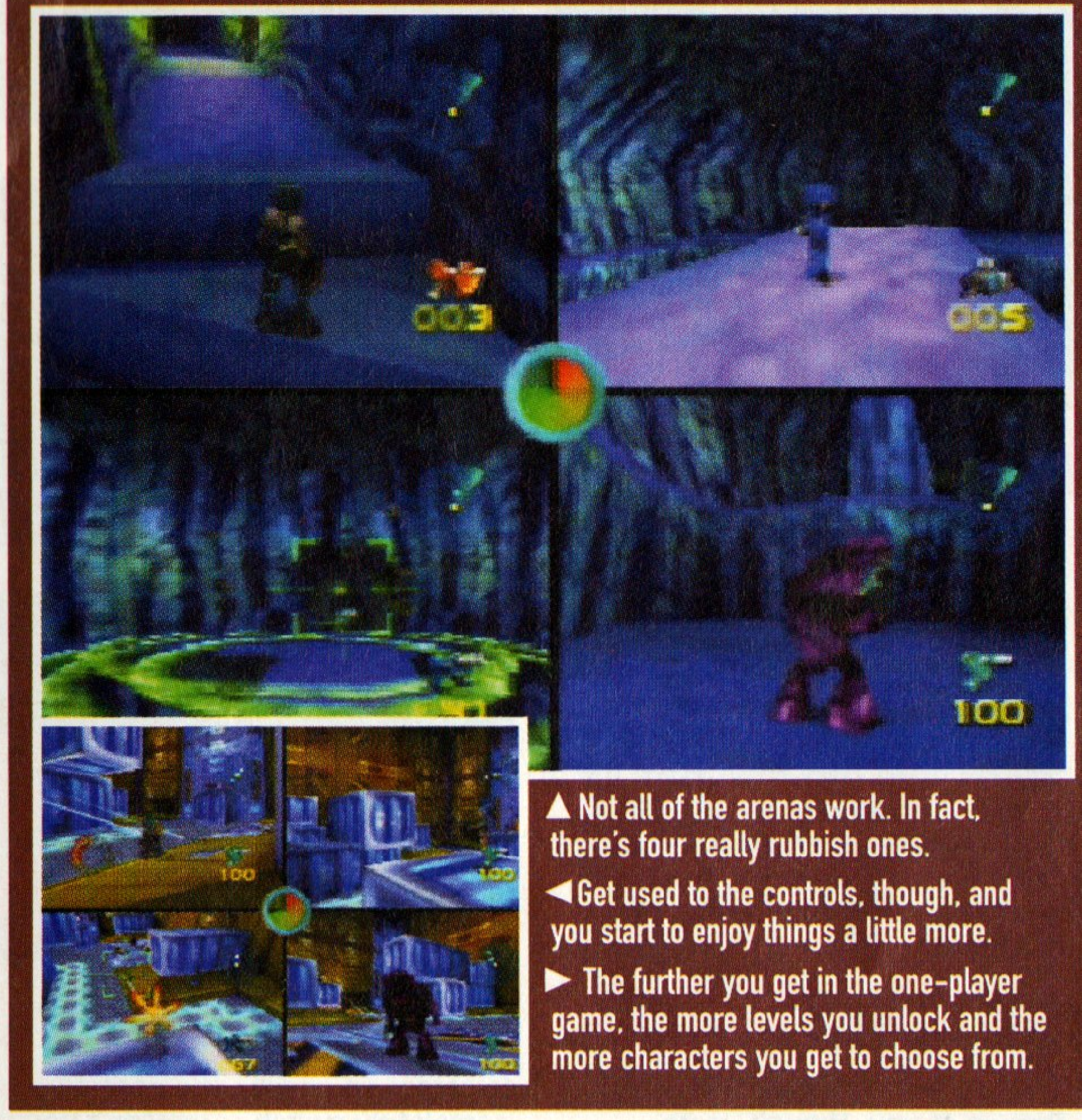
SPEECH: A BIT
JOKES: HUNDREDS

TOP LINE: "DIAMOND, GEEZER"
LUPUS' FOOD: PEDIGREE CHUMP

SLOWDOWN: NONE!
SECRETS: MASSES OF 'EM

9 FOUR TIMES THE FUN!

The multi-player mode works… but not that well. The controls make it tricky to aim and kill, and the third-person view's also a bit cumbersome. Shame.



▲ Not all of the arenas work. In fact, there's four really rubbish ones.

◄ Get used to the controls, though, and you start to enjoy things a little more.

► The further you get in the one-player game, the more levels you unlock and the more characters you get to choose from.

we *really* got a feel for the controls, and by that time you're a fair old way into the game, with enemies and levels arriving thicker and harder than before. Fortunately, a bit of persistence provides generous rewards as the game is an absolute corker, regardless of its originality.

MULTIPLAYER

So should you go out and buy *Jet Force Gemini*, then? Well the answer is "Of course you should!" It's a Rare game, after all. And no, it's not perhaps *quite* as drop-jaw amazing as we hoped it might be – or, at least, it *is*, but not in the way we would have ideally wanted – and the multi-player (not really mentioned up until now but featured in more detail in 'Have some!' boxout) might be a bit – dare we even say it? – dull. (Although, again, with some persistence, you do start to find its strengths as you become more comfortable with the awkward control system.) However, as a one-player game, and for 50 hours of your life, *Jet Force* is still one of the beefiest, bloodiest, bolshiest shooters you'll have ever played. Its visuals are staggering, colourful and lush, its music is incredible, its got a King Tribal called Jeff and, most of all, it's bum-shakingly good fun. And that's what really counts when you're looking to buy a game these days.

10 INTERGALACTIC!

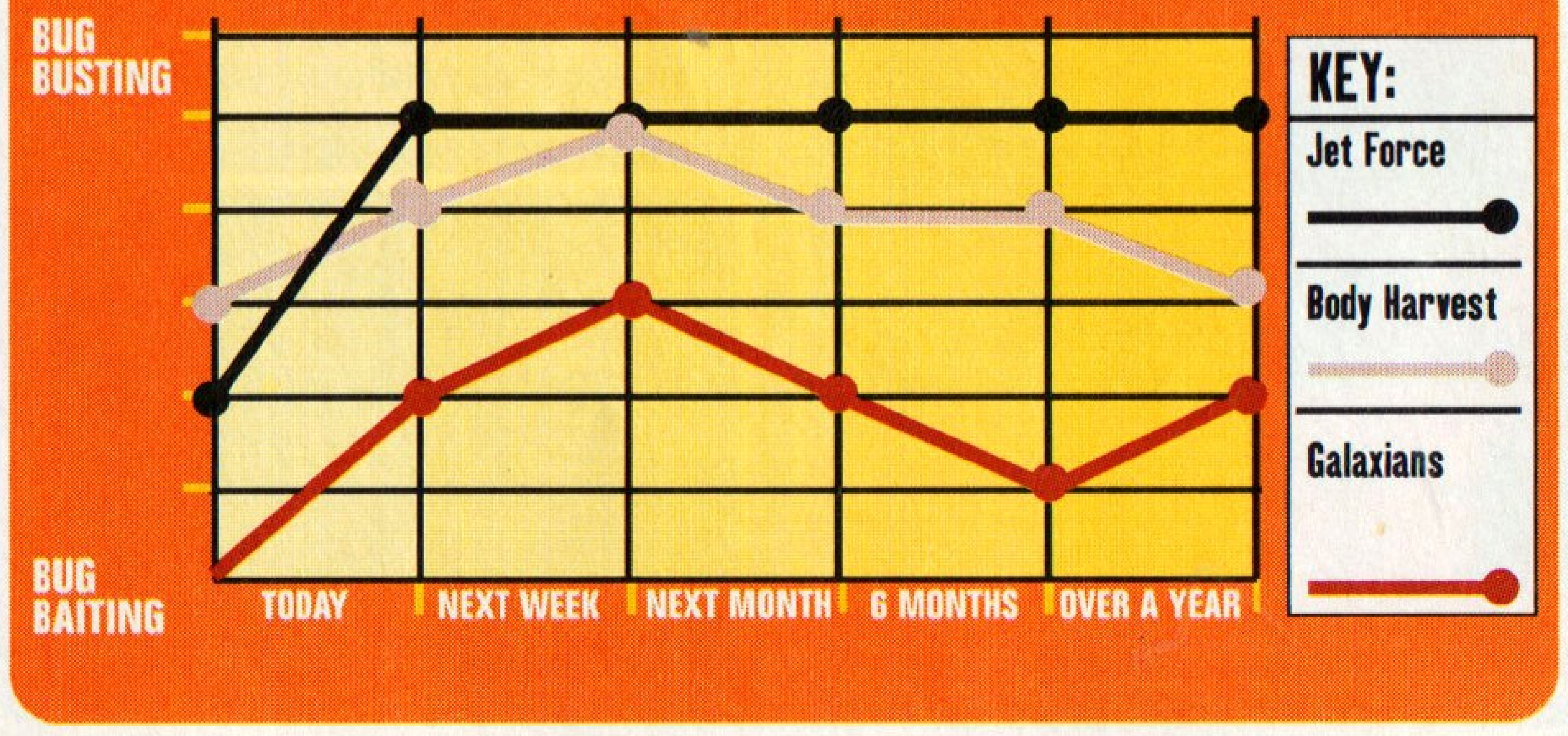
There's some amazing sub-games for you to discover while playing *Jet Force Gemini*, not least Jeff and Barry's Racing, which is kind of like a warped version of *Micro Machines*, and includes this fantastic *Wipeout* section as well. Blinding!

▲ The *Wipeout* sub-game is superb. Okay, so it's not actually as good as *Wipeout* itself, but it's pretty special!

◄ There's also the excellent Jeff and Barry Racing, named after two of the friendly Tribals, Jeff and, er, Barry.

BLAST MASTER…

In the realm of swatting bugs with some heafty firepower, how does *JFG* measure up to its rivals?



> "IT'S AN ASTOUNDING PIECE OF VISUAL WIZARDRY, A KNEE KNOCKING SLICE OF GUNS 'N' GORE!"

JUDGEMENT

PRESENTATION

Grade A. The N64 never looked or sounded so good. Could feasibly be a Dreamcast or PC game.

GAMEPLAY

A little unoriginal? Mmm, probably. The best shoot-em-up ever? If not, then very, very close.

LIFESPAN

Fifty hours of play, plus secrets, a co-operative mode, sub-games and the multi-player mode.

THE BEST BIT

"Save me!" "Yeah, okay. Let me load up this machine gun… now let's just see if it works…"

THE WORST BIT

The controls could have possibly been more familiar – switching between the two is tough.

You won't be wowed by its innovation, but *Jet Force* is still another slice of Rare brilliance. Big guns and loads of laughs.

91%

If you like this…
You'll absolutely adore *Body Harvest*, a similarly ace bug-blaster but cursed with duff graphics.

SHOOT THE BADDIE
DESTROY THE UNIVERSE
GET THE GIRL
KEEP THE CHANGE!

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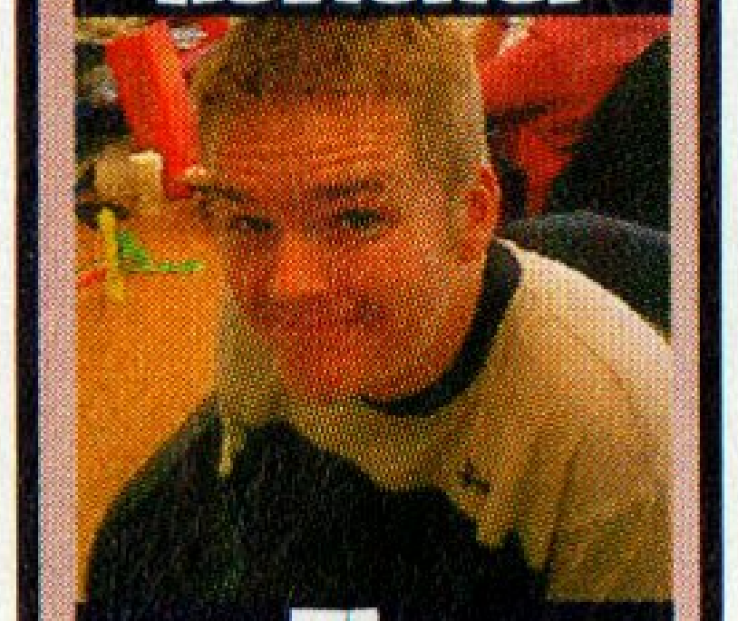
DATA ▸ FORMAT REVIEWED: PLAYSTATION PRICE: £35 OUT: NOW

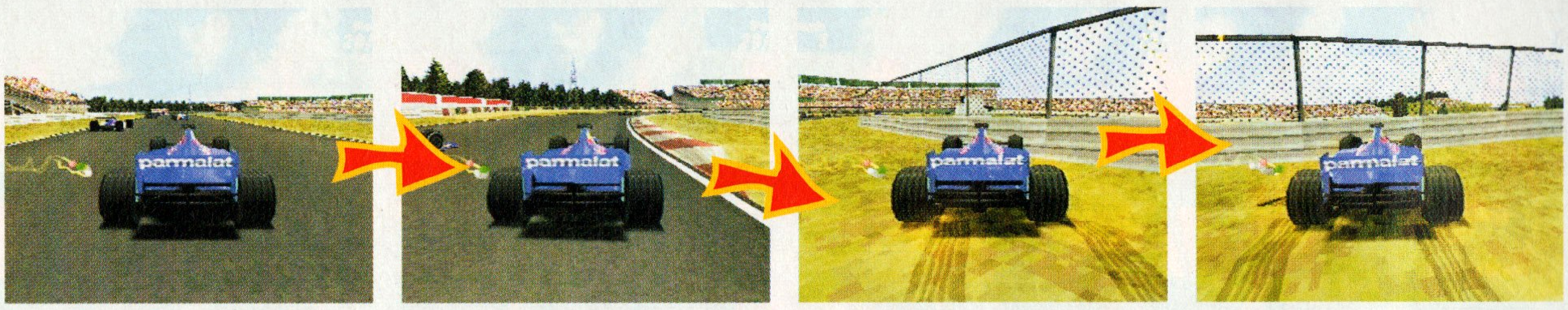
PlayStation

Reviewer

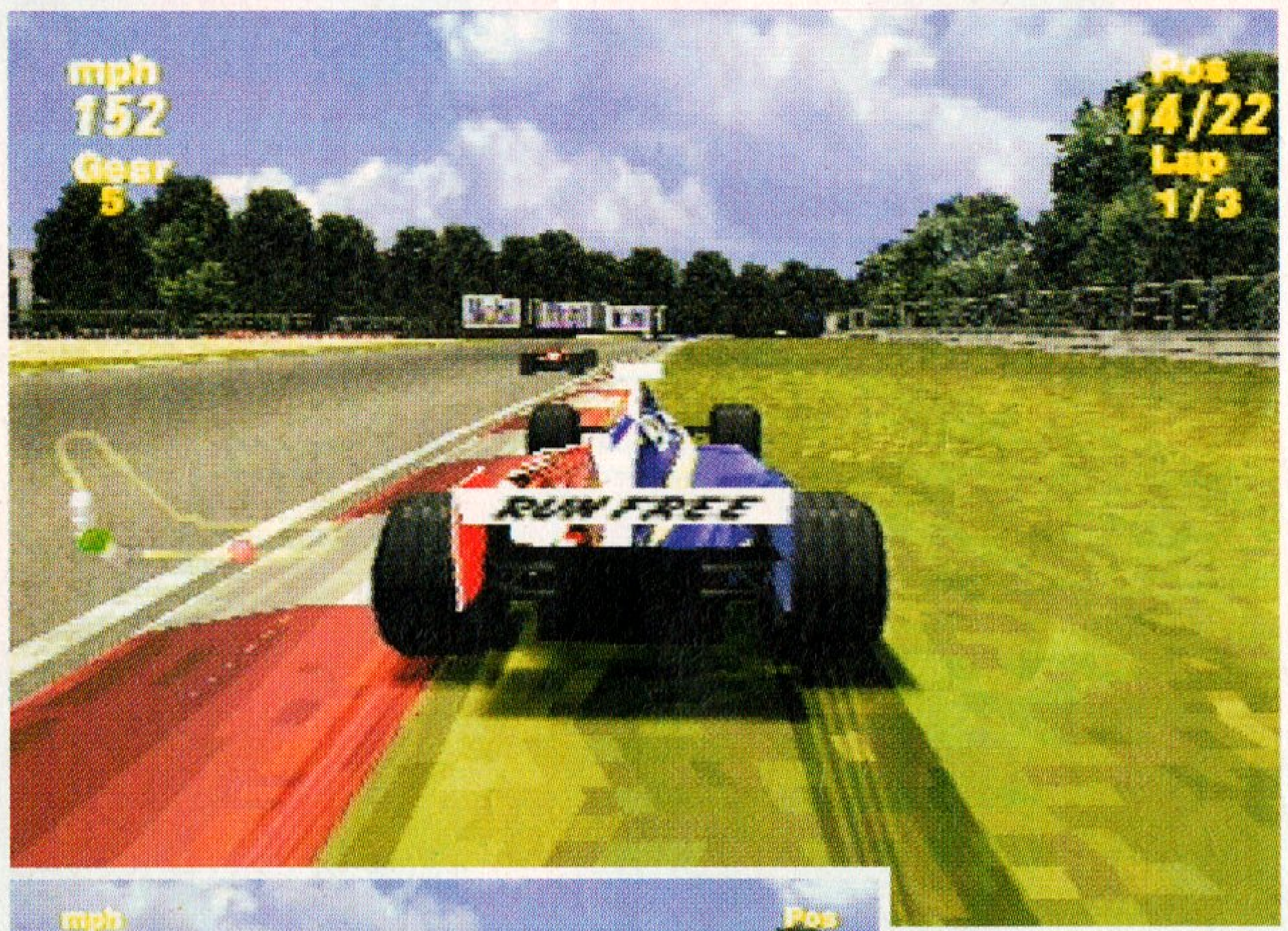


Tim Weaver

Formula 1 returns to your PlayStation! in the past it's been good, then bad... So, the question is, which version have we got this time round?



FORMULA 1 '99

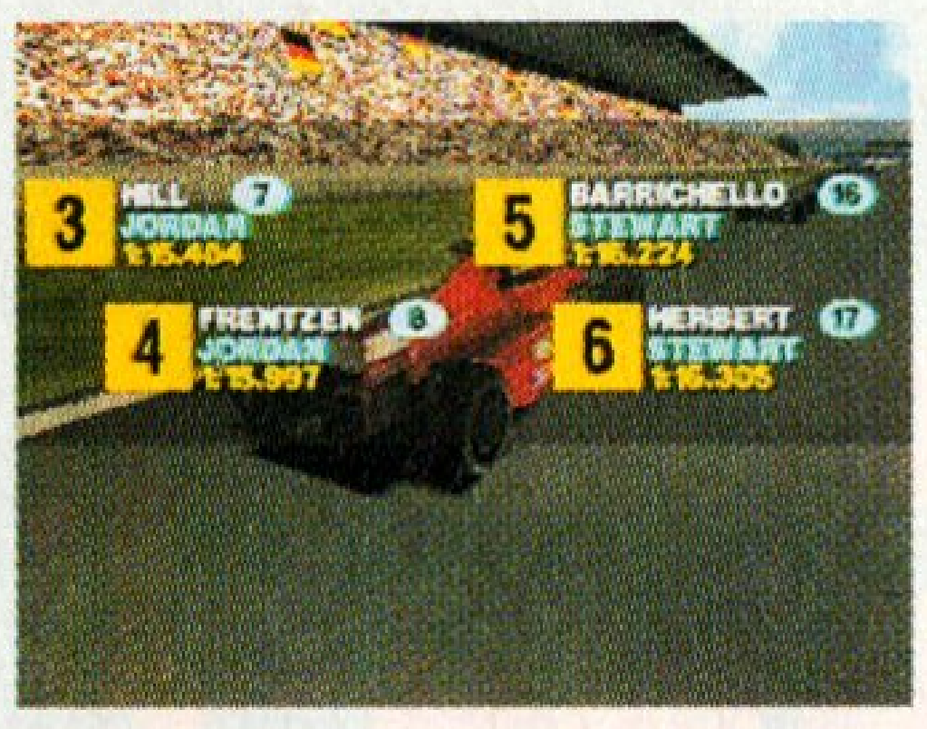


▲The only way to F1 success is to *keep off the grass*! Durr!

◀You can do anything from three lap races to full-on Grand Prix!

▼All the weather conditions you'd expect are in place.

▼Getting a good position on the grid is crucial.



mph 133
Pos 22/22
Lap 1/3
JEAN ALESI 11
SAUBER
STOP/GO PENALTY
10 SECONDS

Since the advent of *Wipeout 2097*, Psygnosis have tended to be a bit Jekyll and Hyde, a bit up and down, a bit 'now you see me, now you don't'.

One minute they're producing law-defyingly wondrous gaming gems like *Wipeout 3*, the next they're dealing PlayStation owners in with bland, nondescript averageness like *Colony Wars* and *Shadow Master*. Even the F1 series hasn't escaped their unpredictable hands of chance. When the first F1 arrived, we rejoiced from the rooftops. Then, after the '97 sequel, F1 '98 turned up and it was utter tommyrot.

Thankfully, *F1 '99* – a follow-up to the aforementioned, and thoroughly rubbish, *F1 '98* – sees the good half of Psygnosis turning out. In fact, *F1 '99* could actually be one of the scouse development house's most hearty triumphs yet – a tiptop, genuinely ace racer.

LiCENCE

Like the previous outings, *F1 '99* has the benefit of that much-sought-after licence, allowing it the freedom to include all the racing teams, all the tracks and a whoooooole lot of real-life drivers – even cheeky scamp Jacques Villeneuve, who hasn't appeared in other F1 games due to the canny copyrighting of his own name. The result? A brilliant base from which to build the best entry into the *F1* series yet. But, as you'll find out, there's plenty more to discover.

Not least the exceptional Quick Race mode, allowing you to race F1 like you never see it on TV (except maybe that once when Schumacher decided to see what a quick shunt would do to our Damon). Rack up the mph and you'll be skidding across grassy chicanes and gravel sidings (or 'Kitty litter' as the returning Murray Walker likes to call it) in no time at all. Even better, you can try out those sneaky Schumacher manoeuvres yourself – and, surprise, surprise, you don't even get penalised for it. In fact, a good old fashioned spot of cheating is positively encouraged!

SiMULATiON

Switch to Championship mode, though, and things get a little more serious. (It's worth noting that the Arcade and Simulation modes are now gone, with a half-sim, half arcade type feel to the game instead.) Race penalties,

1 BANGeRS AND CRASH!

The new, more arcade, feel throws up some spectacular action: shunting, shortcuts across grass, and maddening spins. It's like *Gran Turismo* but with F1 cars!

mph 48
18 ZONTA
0.220
IRVINE 19
SIEMENS

◀More used to the likes of *V-Rally 2*? Quick Race is the best place to start.

▲You don't need to worry about your damage so much in this mode.

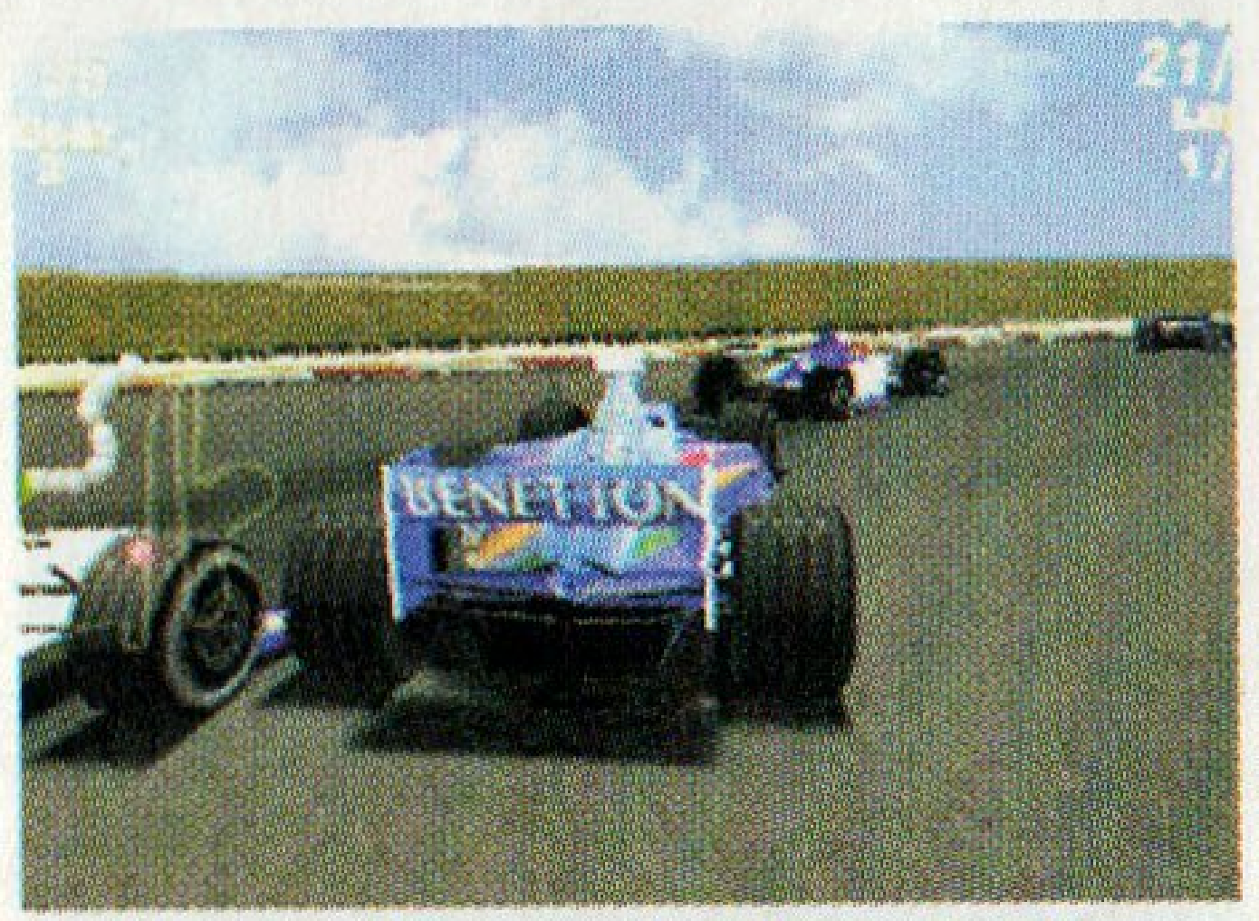
▲Driving on the green stuff still doesn't do you any favours though.

◀Go on, ram the swine before he does it to you! You know you want to!

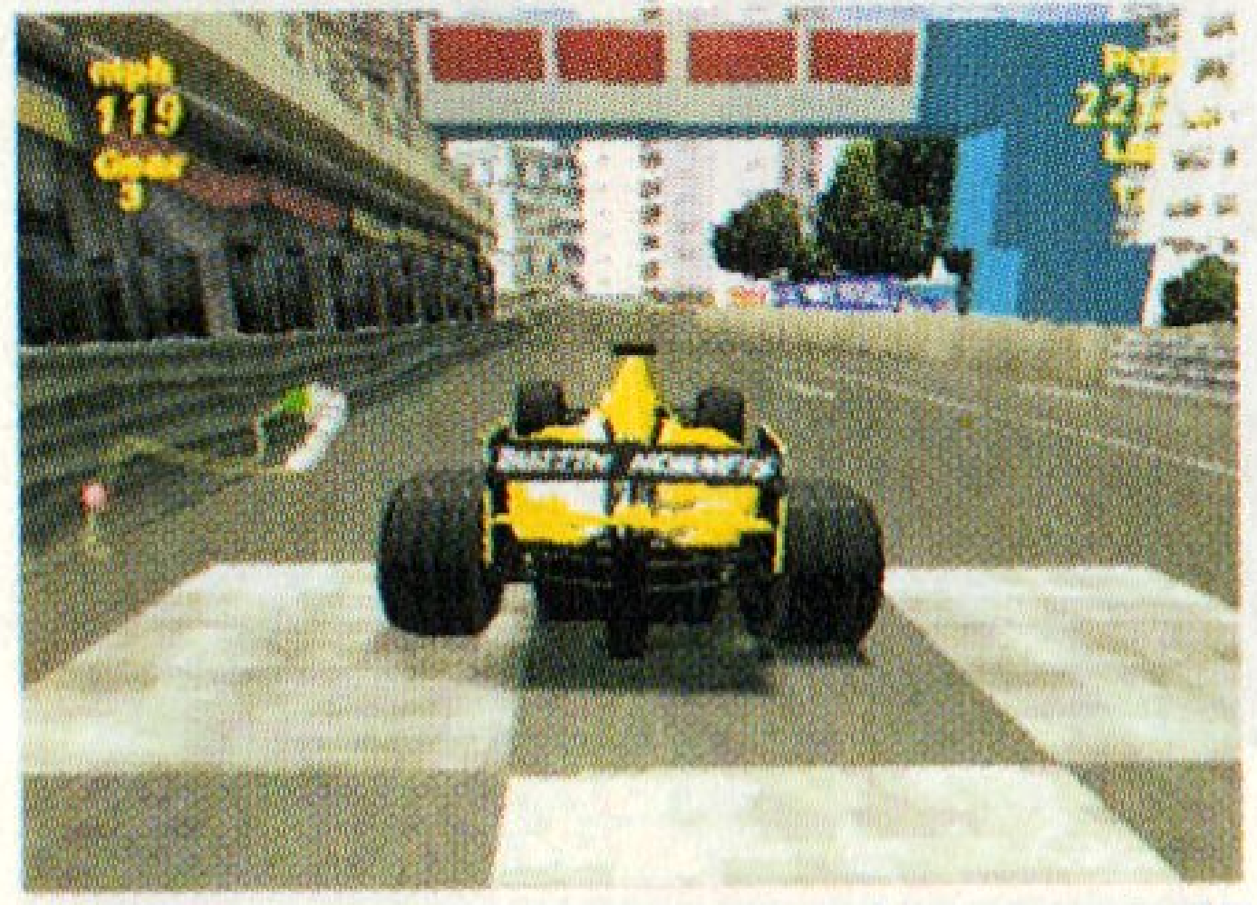
▲There's nothing more pleasing than tearing down a straight.

▲An array of totally unplayable views are on offer. Stick with the in-car view.

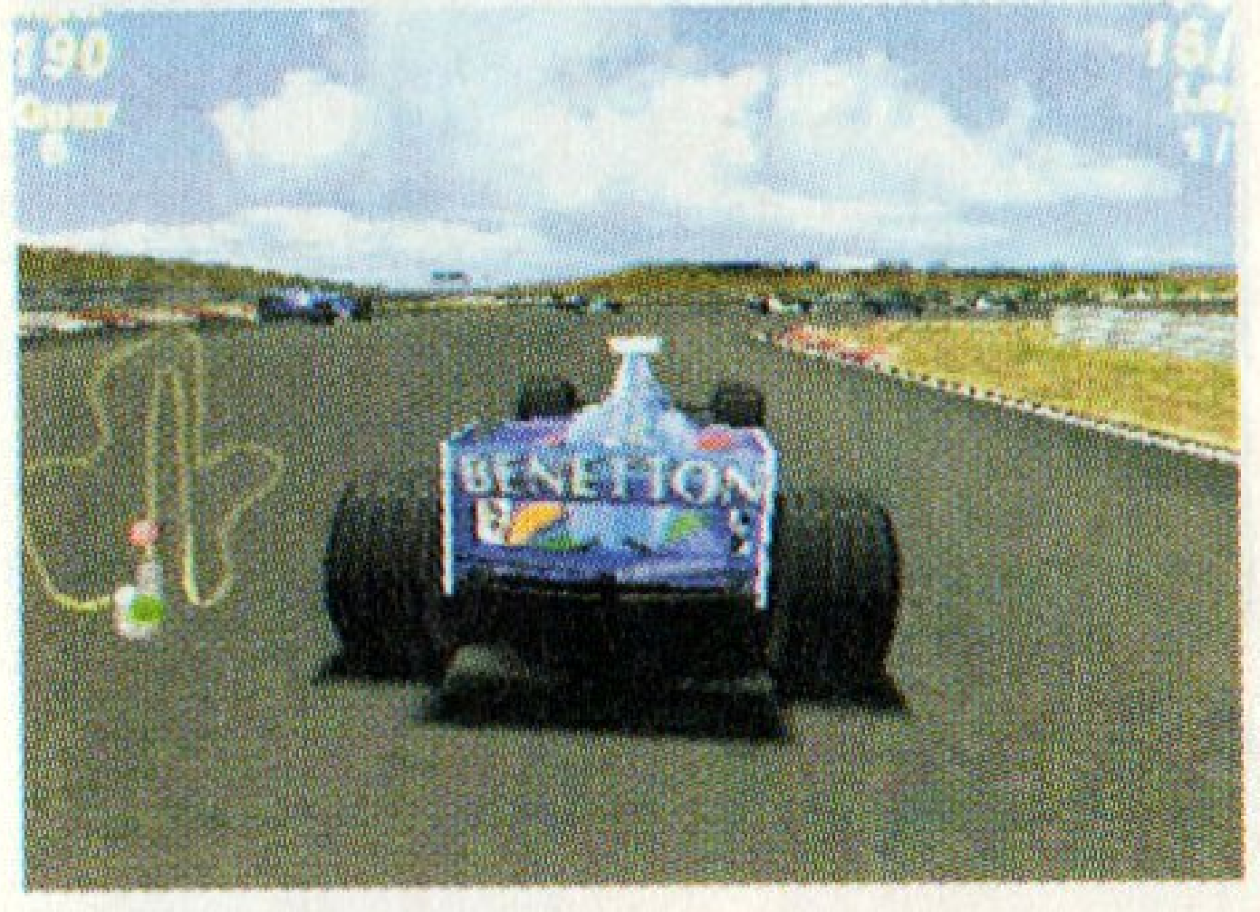
DEVELOPER: PSYGNOSIS
PUBLISHER: SCEE
CALL: 0171 282 3000
PLAYERS: 1-2
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE



▲ Clipping other cars in Championship mode is not something we'd recommend.



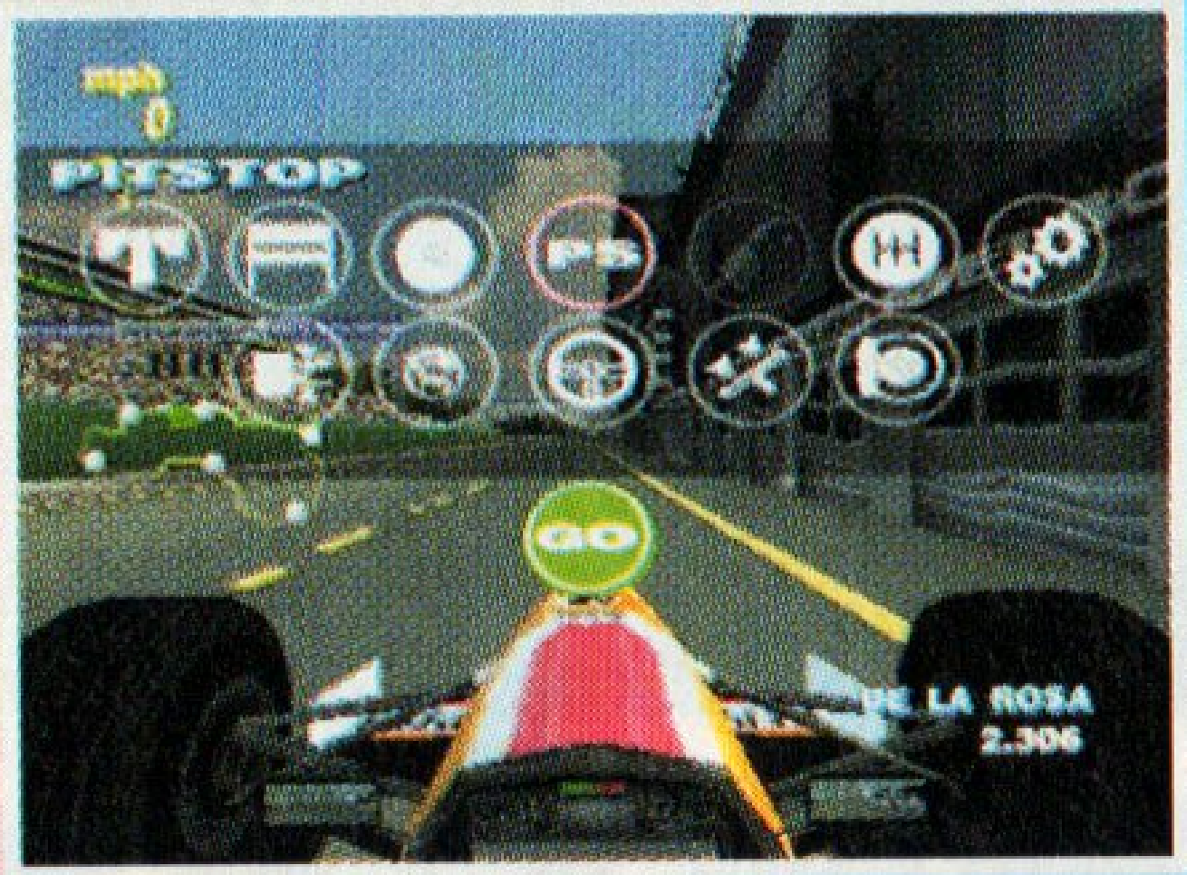
▲ All F1 courses are accurately recreated including the rock-hard Monaco.



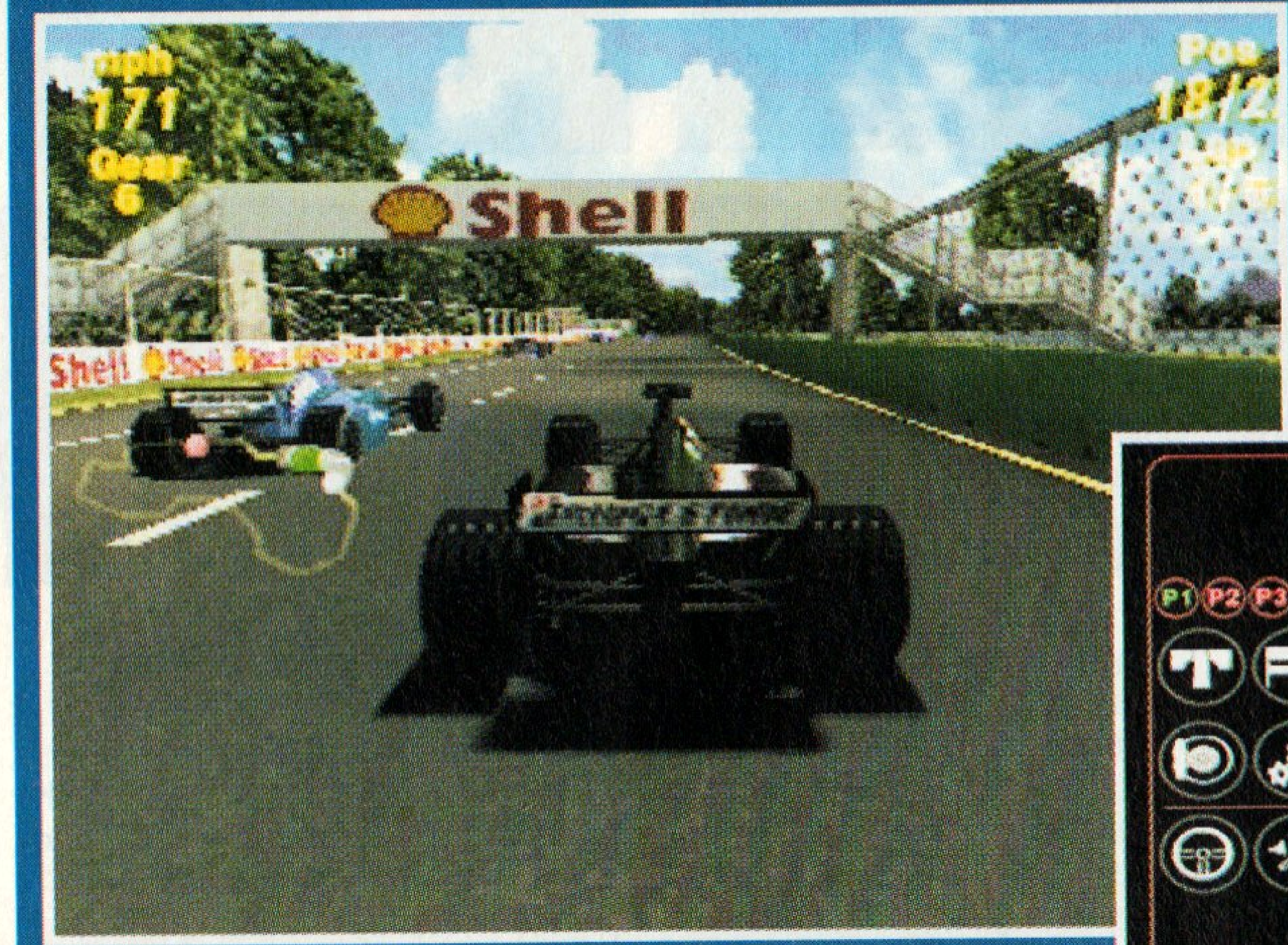
qualifying, practice, pit stops, tyre changes, decal tinkering – suddenly there's a whole lot more to think about. You'll also find that, to stand any chance of winning, you'll have to stay off the grass and get a bit friendly with your brake, as cornering becomes incredibly important. In Quick Race, you're only handed the bare minimum of tracks – generally ones that allow you to get up to the game's maximum speeds – such as the straight-heavy Italian and European circuits, but Championship gives you the whole lot – hence its name – so expect a tougher ride from the likes of Japan and ultra-nasty Monaco.

2 SiM CiTY!

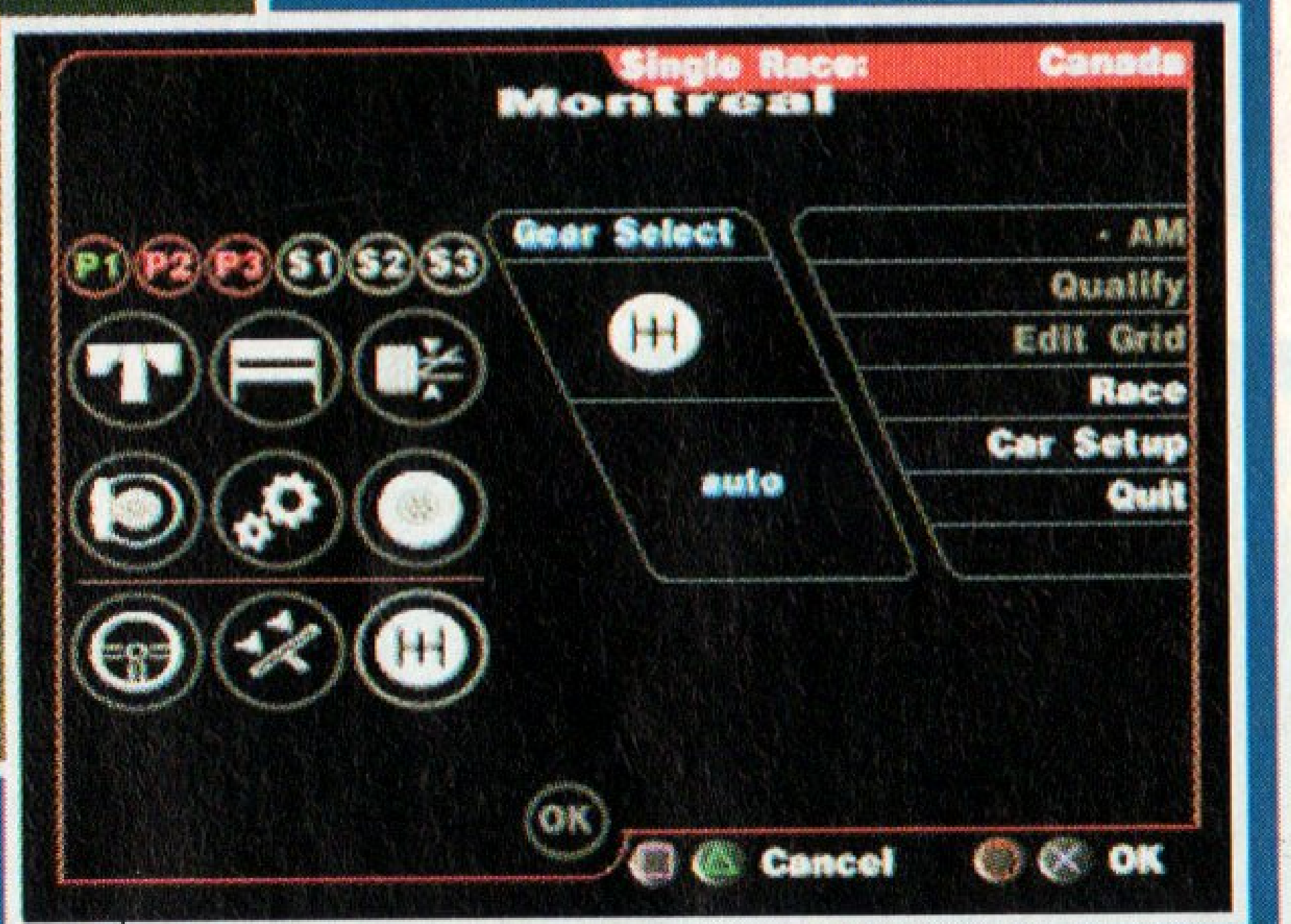
Play a full championship, and you start having to do things properly, including the usual array of car tinkering, qualifying and – the trickiest of all – braking. Timing bends right is the hardest skill of all but one that must be mastered.

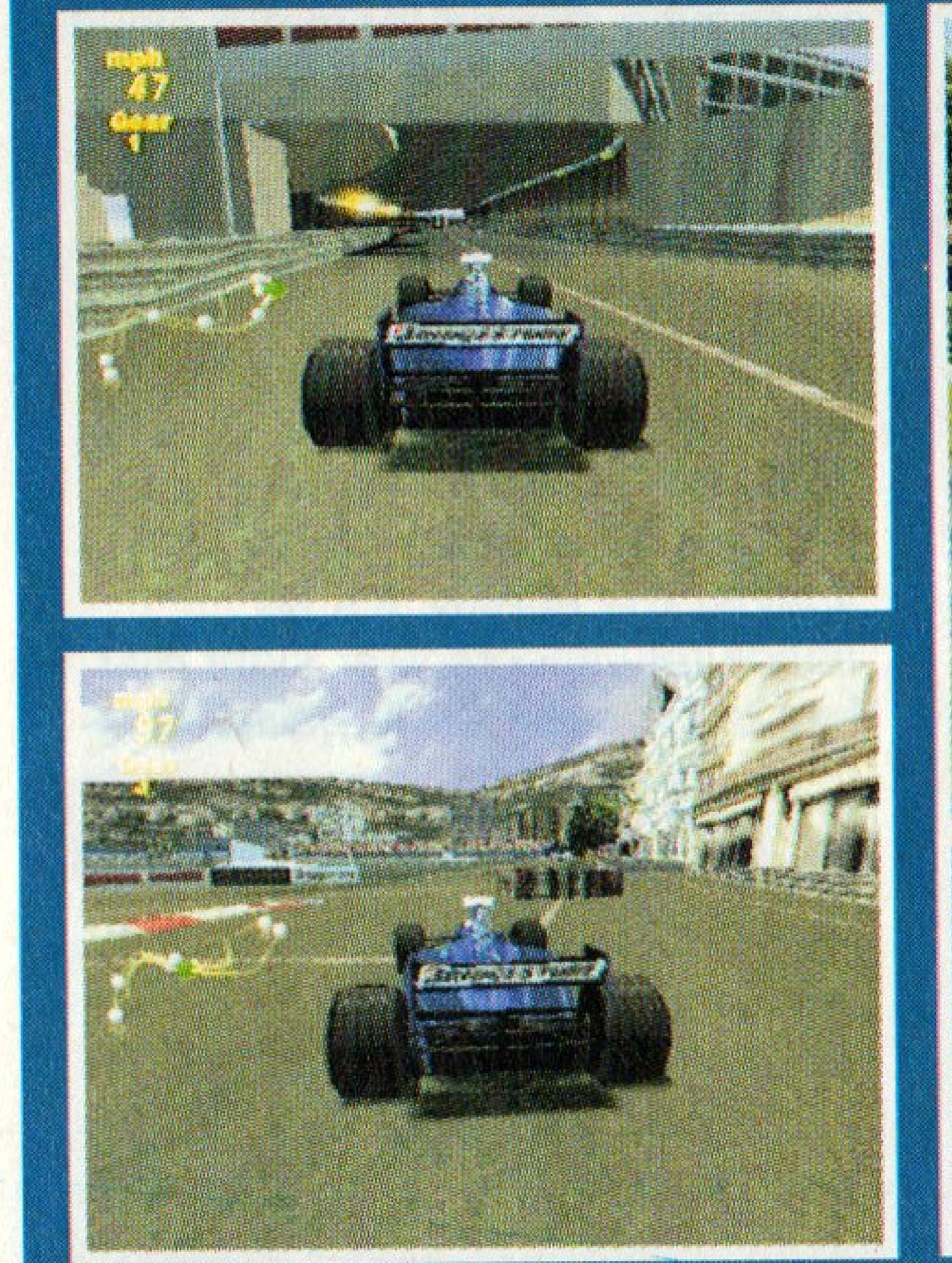


▲ Timing when to take – or not to take a pitstop – is vital. A few seconds lost can drop you out of the points.

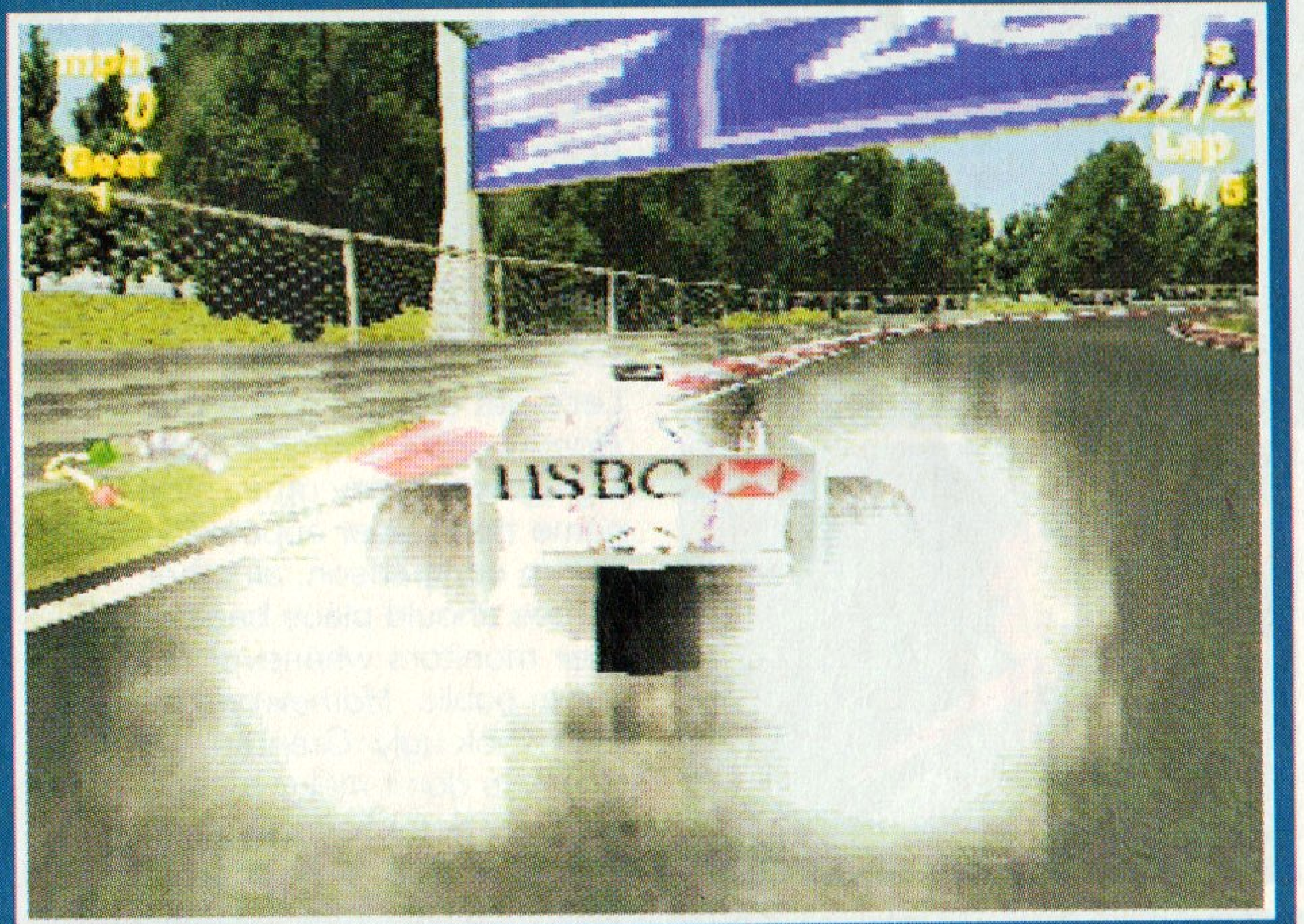


▲ You'll need a load of practice before being able to master each circuit. We reckon it takes at least 20 laps to get the hang of a track.





▲ Try not to get too distracted by the scenery, there's a nasty bend ahead...



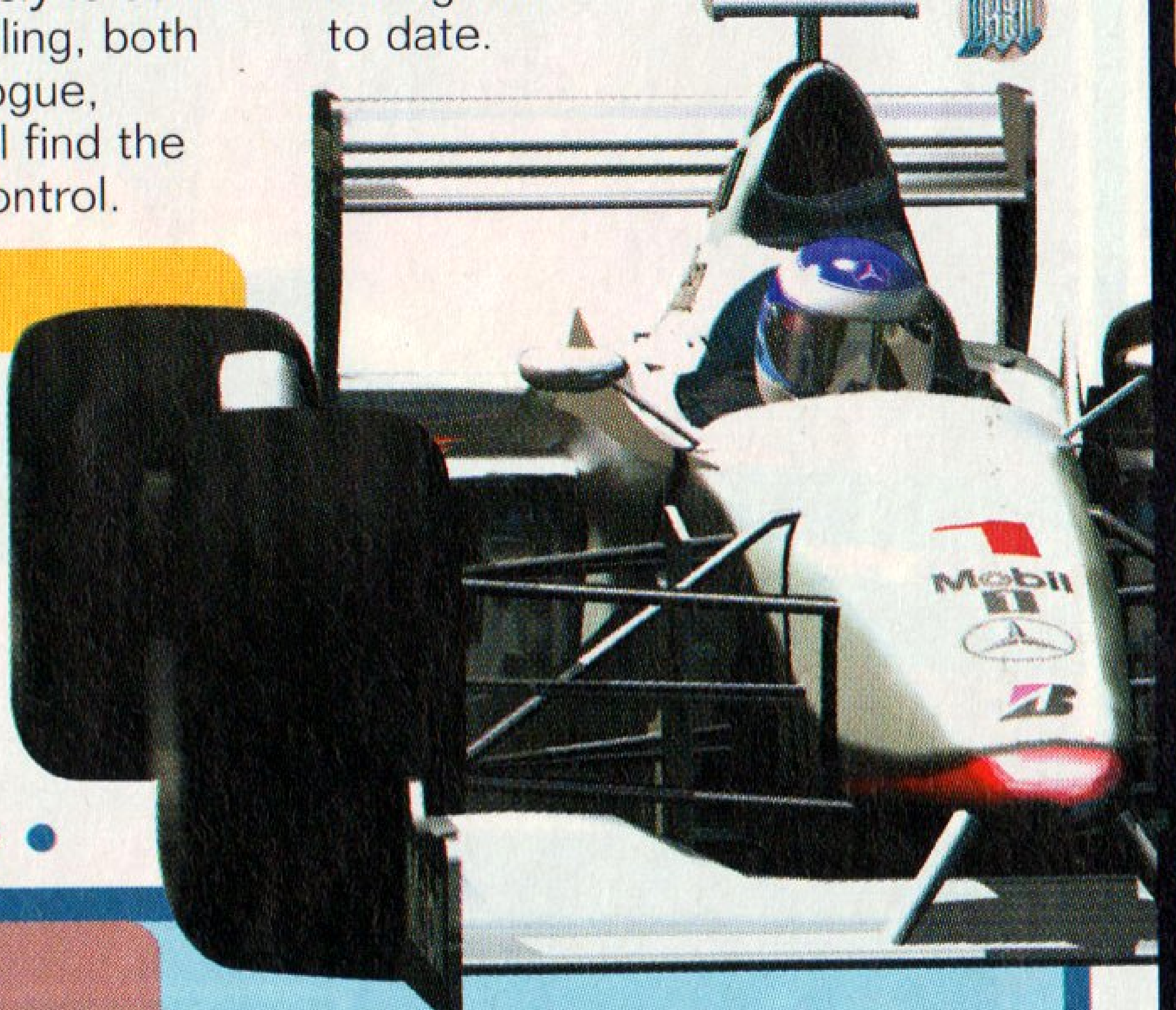
▲ Burn rubber dude! Erm, fine if you're in the Dukes of Hazard. Not so great if you're lagging behind in last place in a Grand Prix. Still, looks good, eh?

SPEED

The feeling of speed in the game is remarkable; it really is frightening as you tear along straights and then realise that a hairpin bend is suddenly upon you. Even more staggering is the fact that the game is almost entirely pop-up free. Visually, it's an absolute masterpiece, as trees, buildings, advertising hoardings and planes roar past without even a hint of slowdown or glitchiness. Psygnosis have really pulled out all the stops to make the game seem as complete as possible. The luscious, sturdy environment only adds to the superb feel of pace. Rounding things off nicely is some perfectly tweaked handling, both on the D-Pad *and* analogue, though, strangely, you'll find the D-Pad offers greater control.

CHOiCE

If there's a disappointing area in the game, then it has to be the fact that, despite there being a mind-melting number of drivers and teams, there's actually very little difference between the way they handle on the track. That said, there's still a heck of a lot right with *F1 '99*. All in all, *probably* the best Formula 1 racing sim to date.



> "RACK UP THE MPH AND YOU'LL BE SKIDDING ACROSS THE CHICANES AND GRAVEL TRAPS IN NO TIME AT ALL. PLUS, YOU DON'T GET PENALISED FOR IT!"

JUDGEMENT

PRESENTATION

Every track looks amazingly lifelike and gorgeously detailed – and Murray's on top form too.

GAMEPLAY

Intuitive control, head-mashing top speeds and perfectly tweaked AI. Impressive all round.

LIFESPAN

Conceivably, this could last forever. Finish the game and you'll want to do it again... better.

THE BEST BIT

Taking a sneaky CPU opponent in Arcade mode by cutting across the grass on a chicance. Heh.

THE WORST BIT

Spinning out of control in Simulation – it just takes *sooooooo* long to recover. Gaaaaaaah!

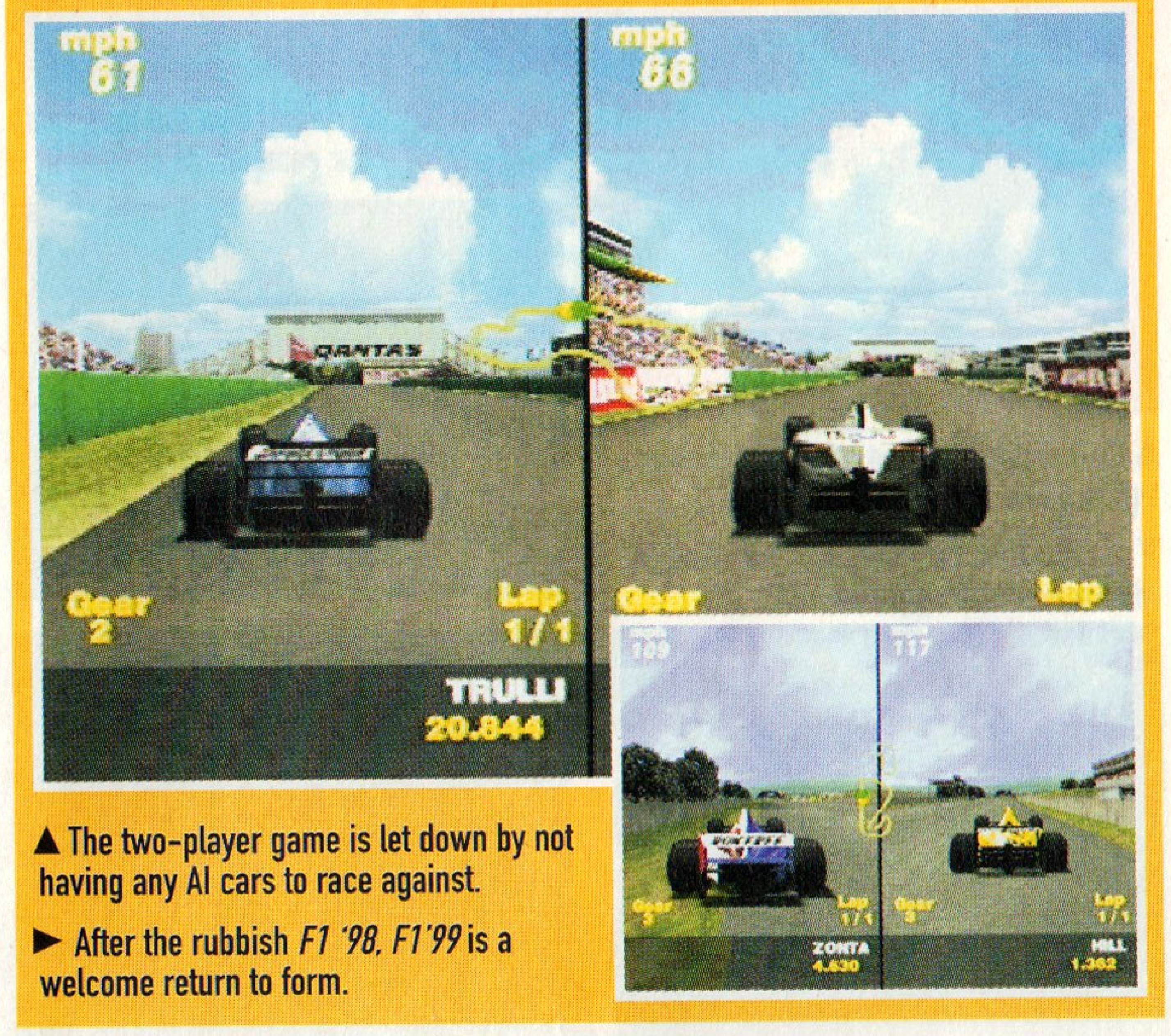
A triumphant return to form. *F1 '99* is a face-chopping, hair-blowing, grip-tightening racing treat. Buy it and batter Schumacher!

90%

If you like this...
You'll also fancy a stab on the breathtaking *F1 World Grand Prix* on the N64. It's fabulous.

3 FORMULA 2!

The two-player mode in *F1* is a decent enough outing, if slightly uneventful, as it's just you against a mate. Still, the speed's right up there – and the level of track detail is constantly top notch throughout.

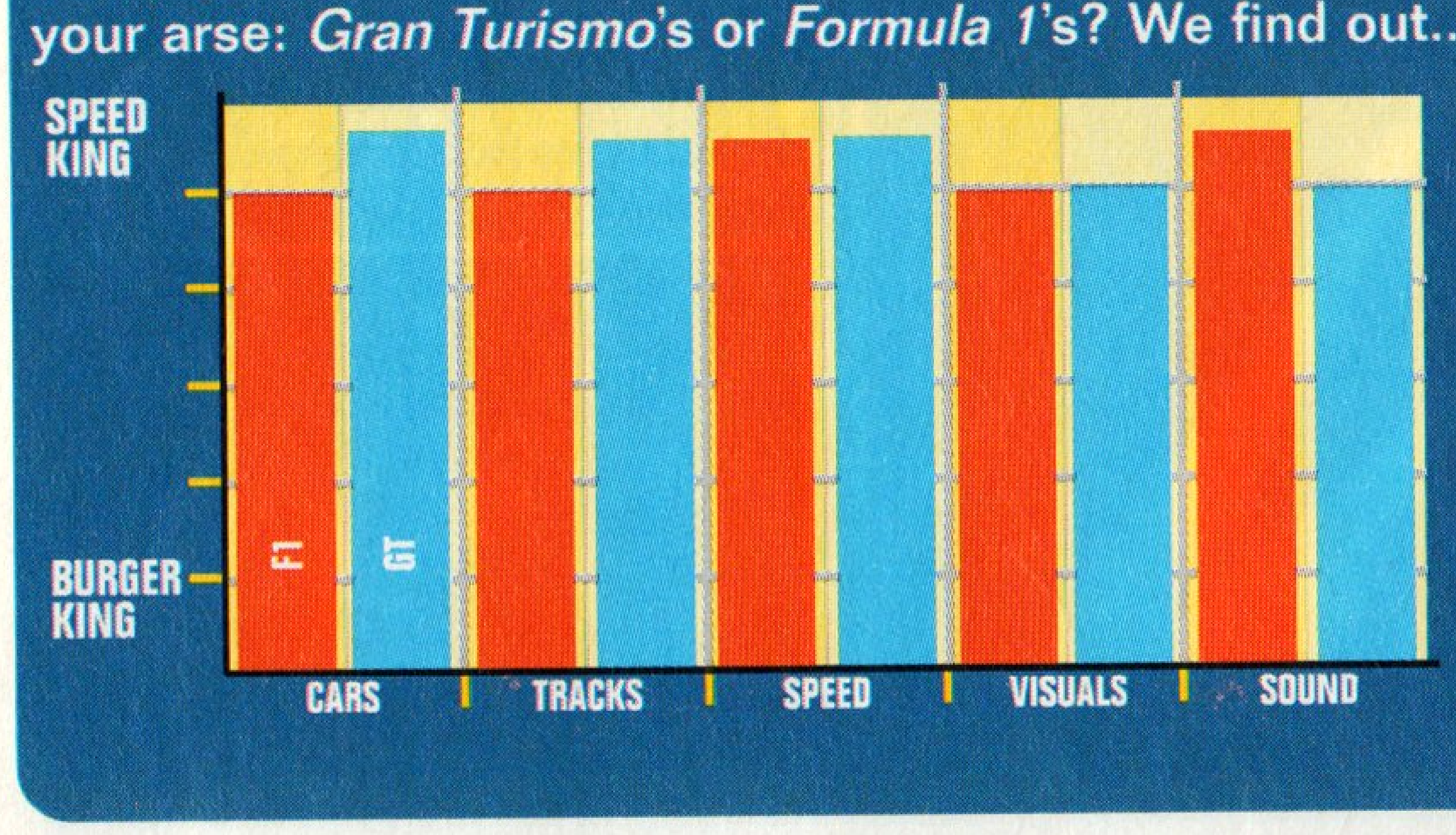


▲ The two-player game is let down by not having any AI cars to race against.

► After the rubbish *F1 '98*, *F1 '99* is a welcome return to form.

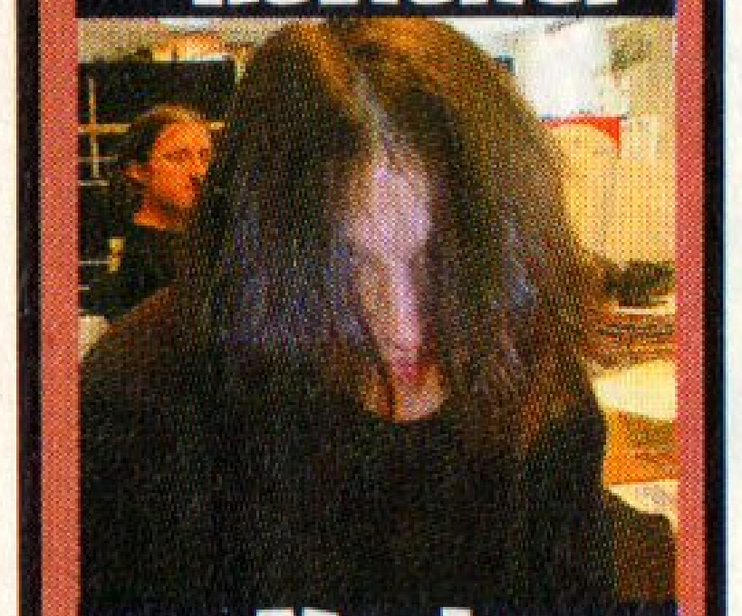
F1 VS GT...

So which bucket seat is best suited to the the contours of your arse: *Gran Turismo*'s or *Formula 1*'s? We find out...



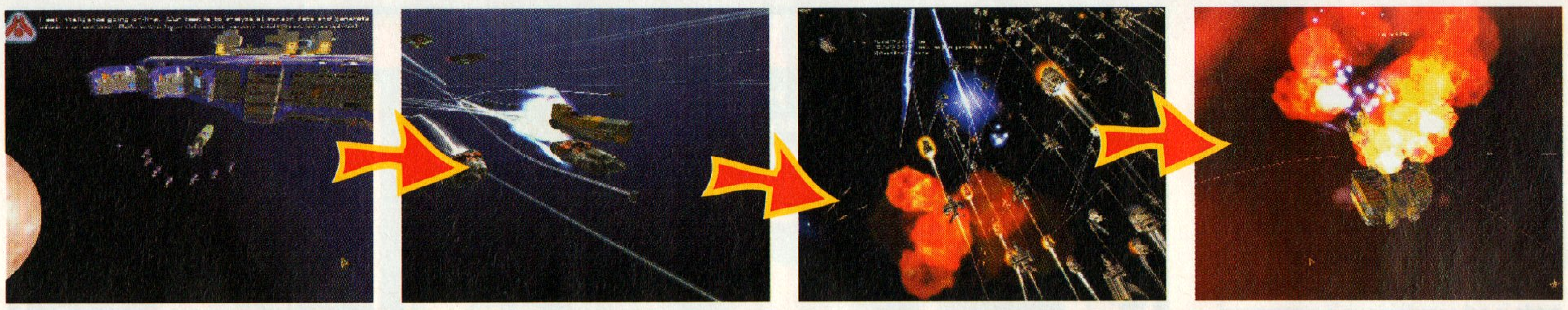
DATA ▶ FORMAT REVIEWED: PC PRICE: £40 OUT: NOW

PC Reviewer

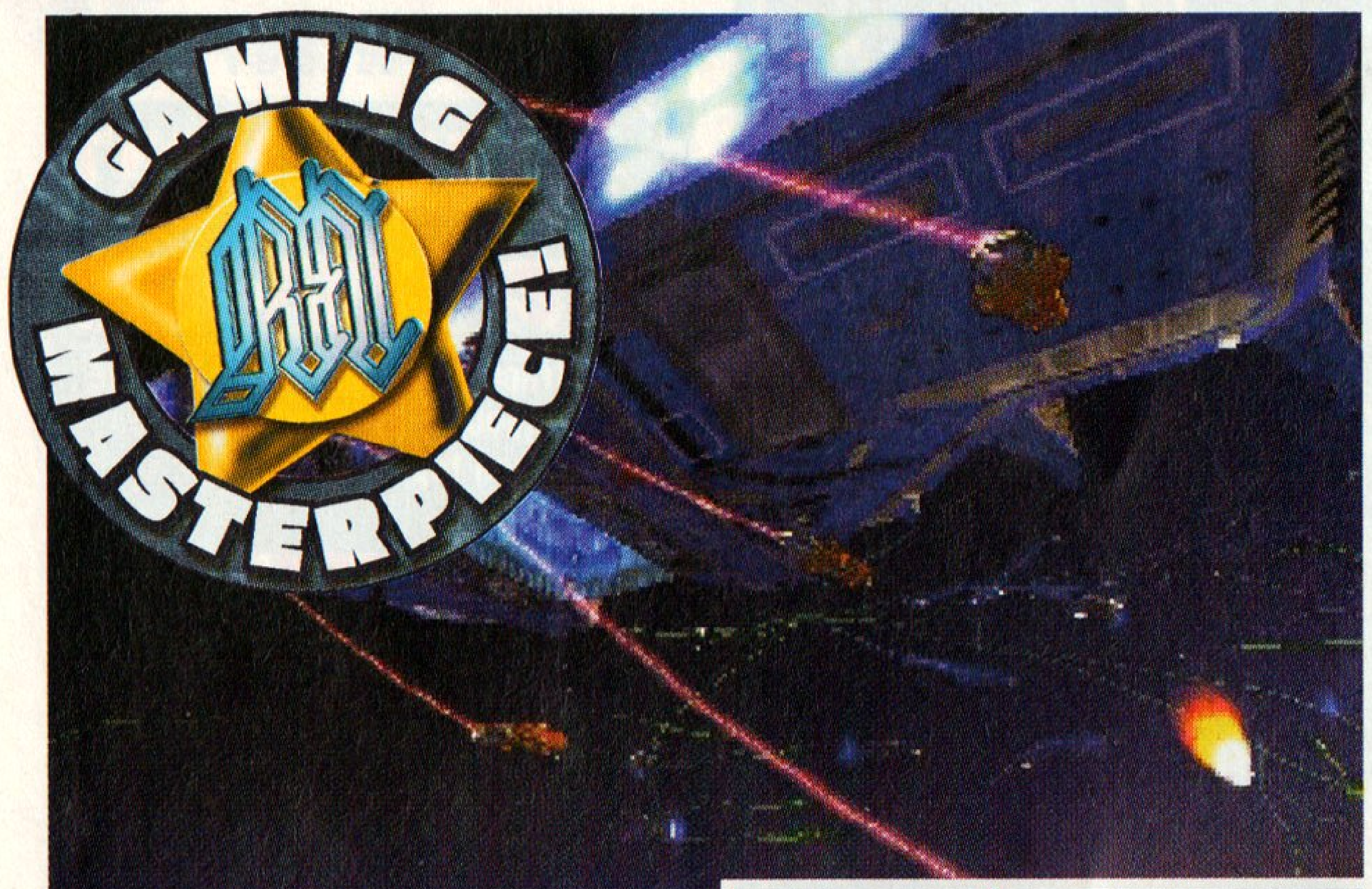


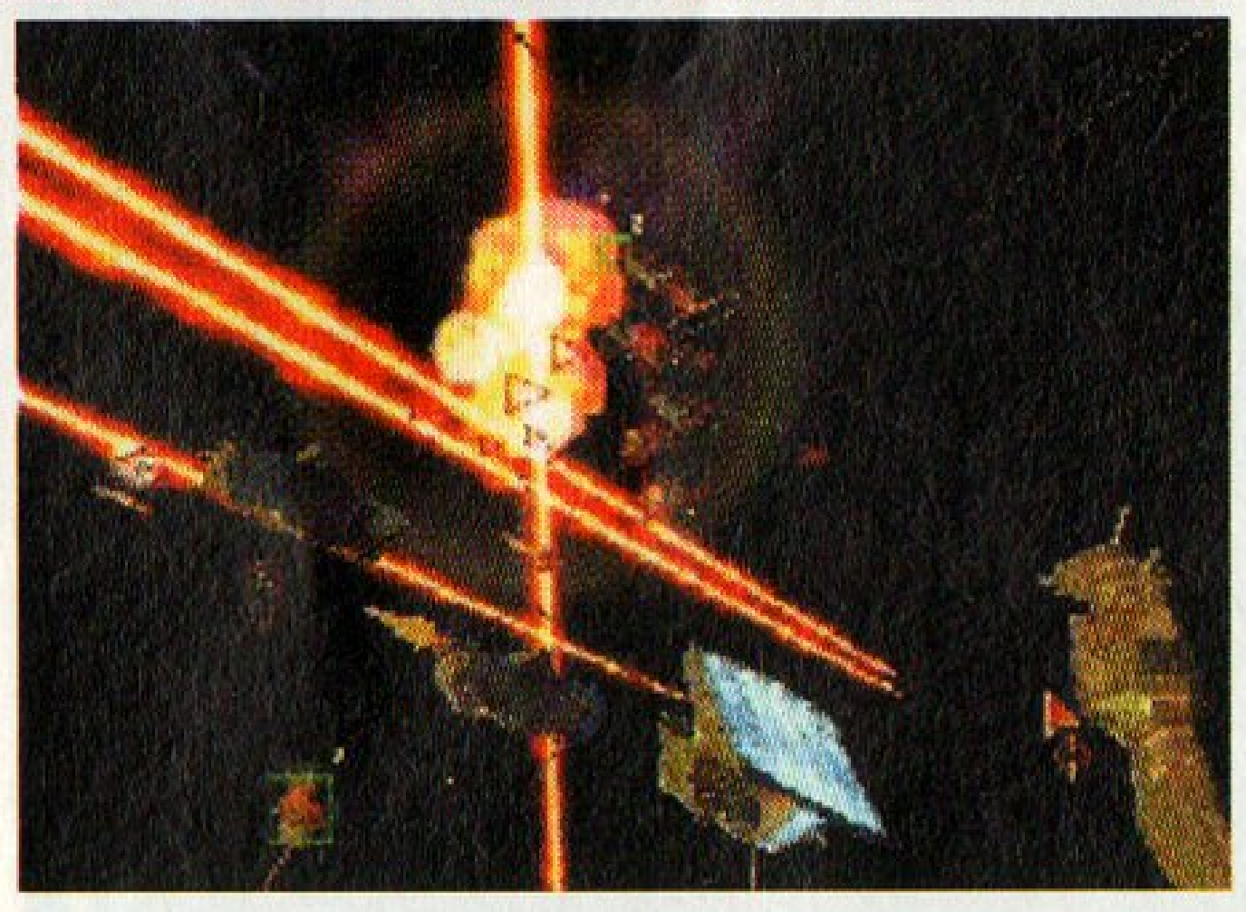
Mark Donald

Need a wide, open space where you can make lots of noise, invite all your mates round and blow them up? Then try Outer Space...



HOMEWORLD





▲ Everything's initially quiet, providing valuable time to plan strategies before…

… the void erupts in a blaze of lasers. ▶

In space, as they say, no one can hear you scream. Which is a shame in *Homeworld*'s case, because this is one game that'll make you scream with joy.

Before yelping with shock as the computer blows up your home planet, cooing with pleasure at the enormous battleships placed in your vengeful mitts and finally making a strange, gurgling, drooling sound the first time a giant space battle lets rip.

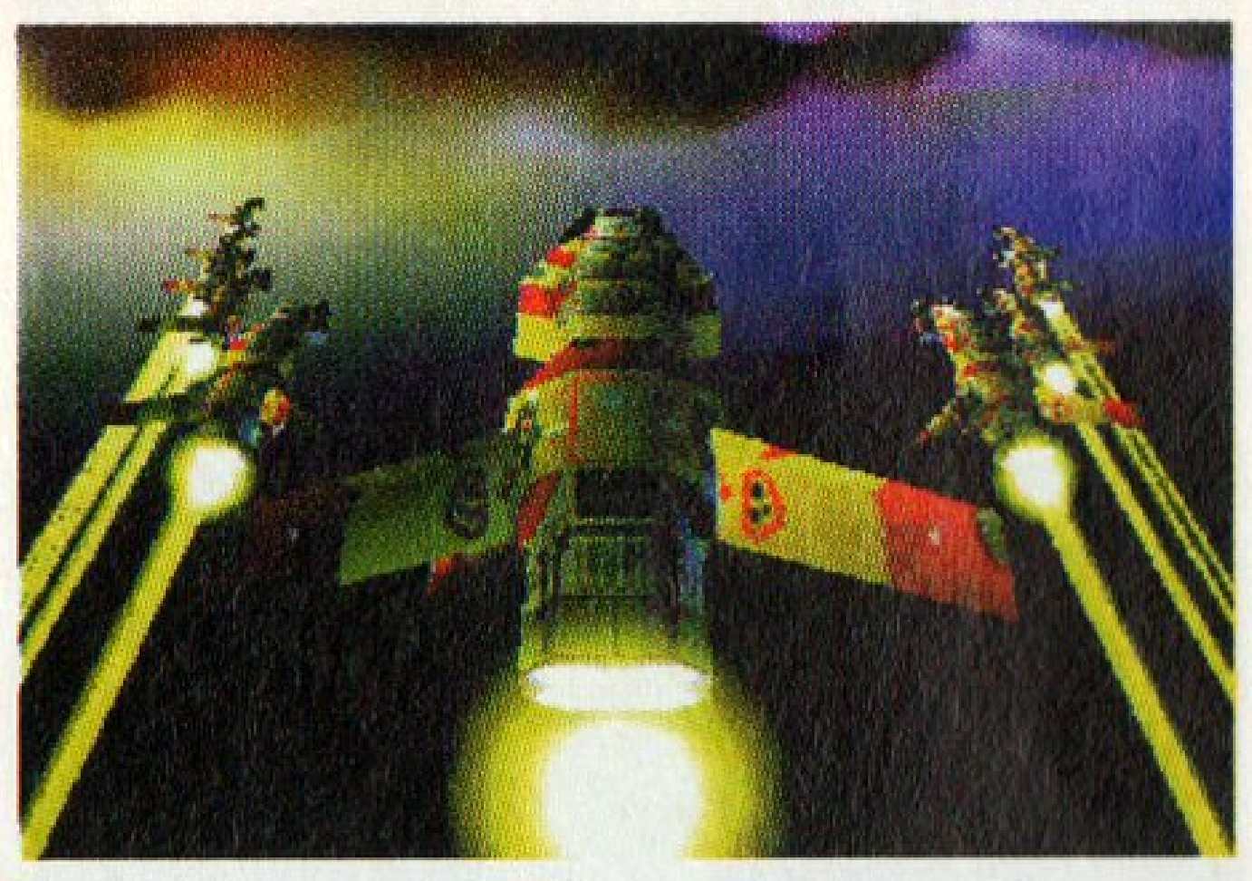
GRAPHiCS

Let's get straight to the point. *Homeworld*'s graphics cock their leg against every other strategy game that's ever appeared on the PC. In comparison, all other games should place bags over their monitors whenever they go out in public. *Homeworld* makes them look ugly. Granted, great graphics don't make a good game but they don't half help. Luckily, *Homeworld*'s a great real-time strategy game anyway, but the visuals take you to another planet. When two giant space fleets clash it's hard not to just stand back and watch the pyrotechnics.

Thunderous battleships and destroyers manoeuvre across the void stabbing at each other with huge beams of hot laser death. Swarming around them are clouds of tiny fighters that attack in waves. Dwarfed by the huge dreadnoughts they weave in and out of their big cousins and disappear in puffs of hot gas and fire as they're hit. Some are only wounded and spin out of control, while the survivors regroup and prepare for another attack run against the enemy. It's an absolutely spectacular sight that has to be seen to be believed.

DiMENSiONAL

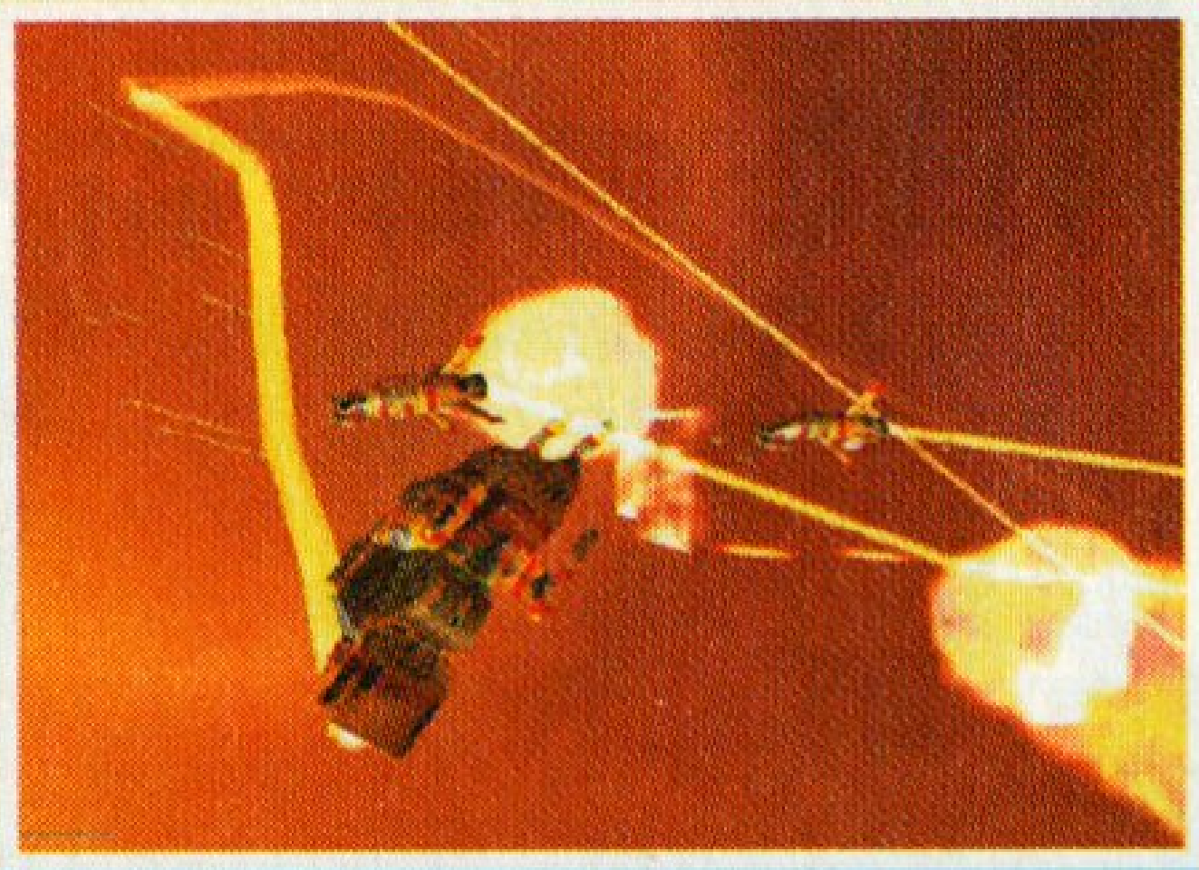
Best of all though the whole game is played in real 3D. And because you're in space you're not limited by ground, sky, or the edge of the world you've got complete freedom to attack the enemy from all sides. Which means you can be as cunning as you like when it comes to gunning down your foe. You can appear behind him, above, below, or all angles at once if you really want to make him weep. Of course, moving in 3D space is harder than it sounds and thinking in the extra dimension takes some getting used to. But it's well worth it to see the majestic sight of your battle armada hovering right over the enemy and then to watch the



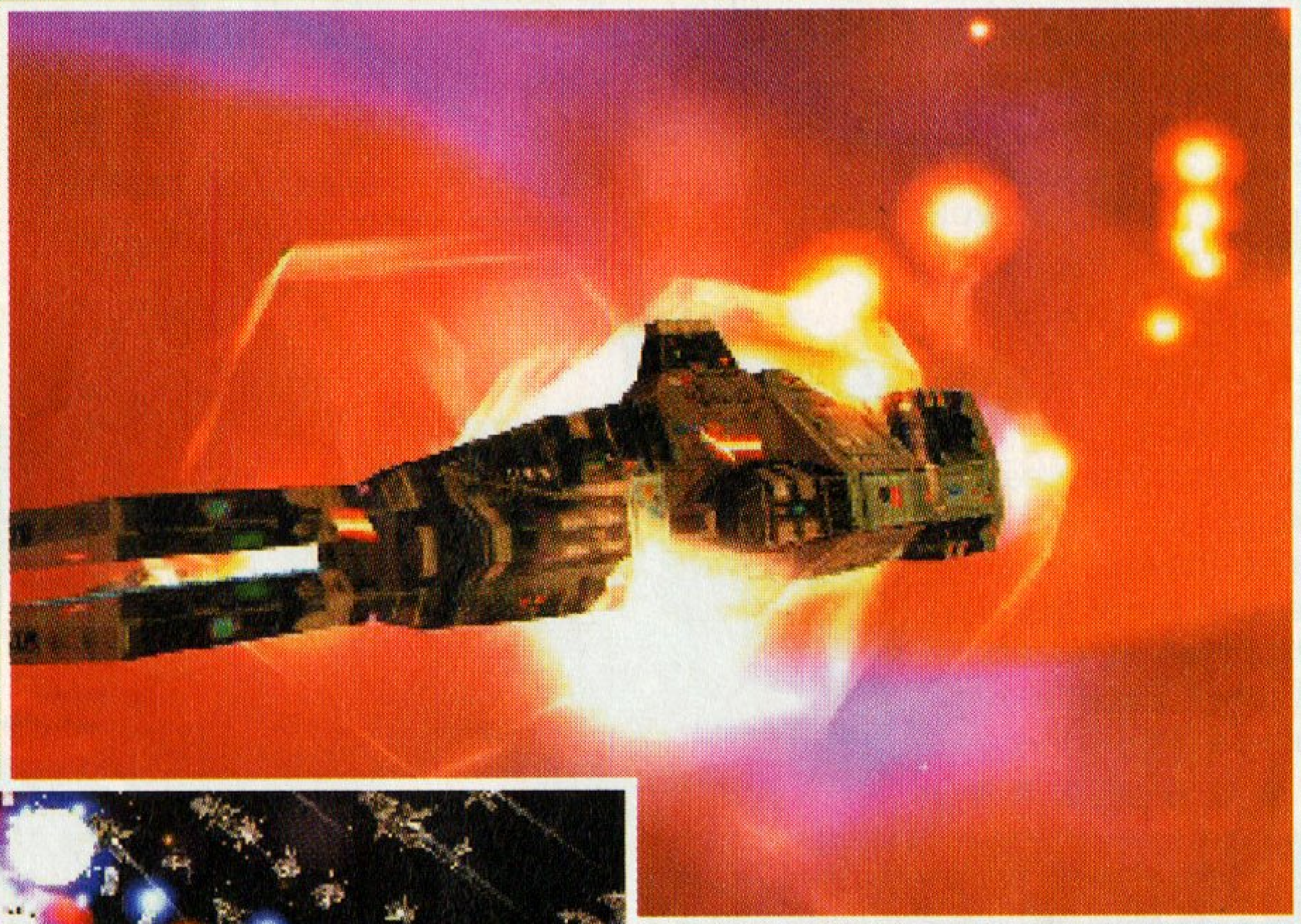
▲ There's nothing as satisfying as flying through deep space in tight formation.

1 KABOOOOOOOOOOOM!

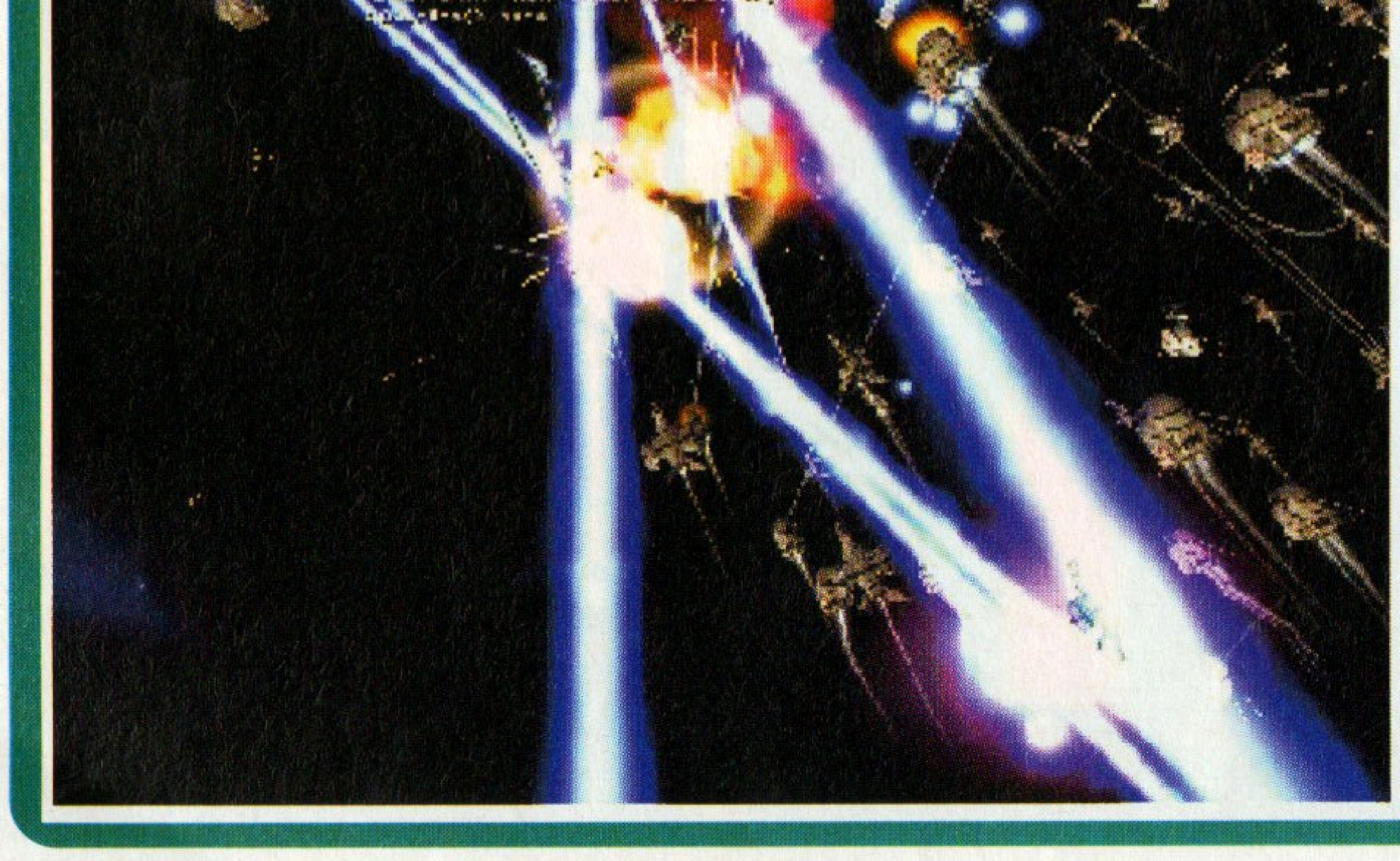
Space battles may lack pretty things like trees, hills, twittering birds and that sort of thing, but they do have one big compensation – explosions. Dirty, great, huge ones that send rippling shockwaves across the screen and tickle the best graphics out of your 3D card.



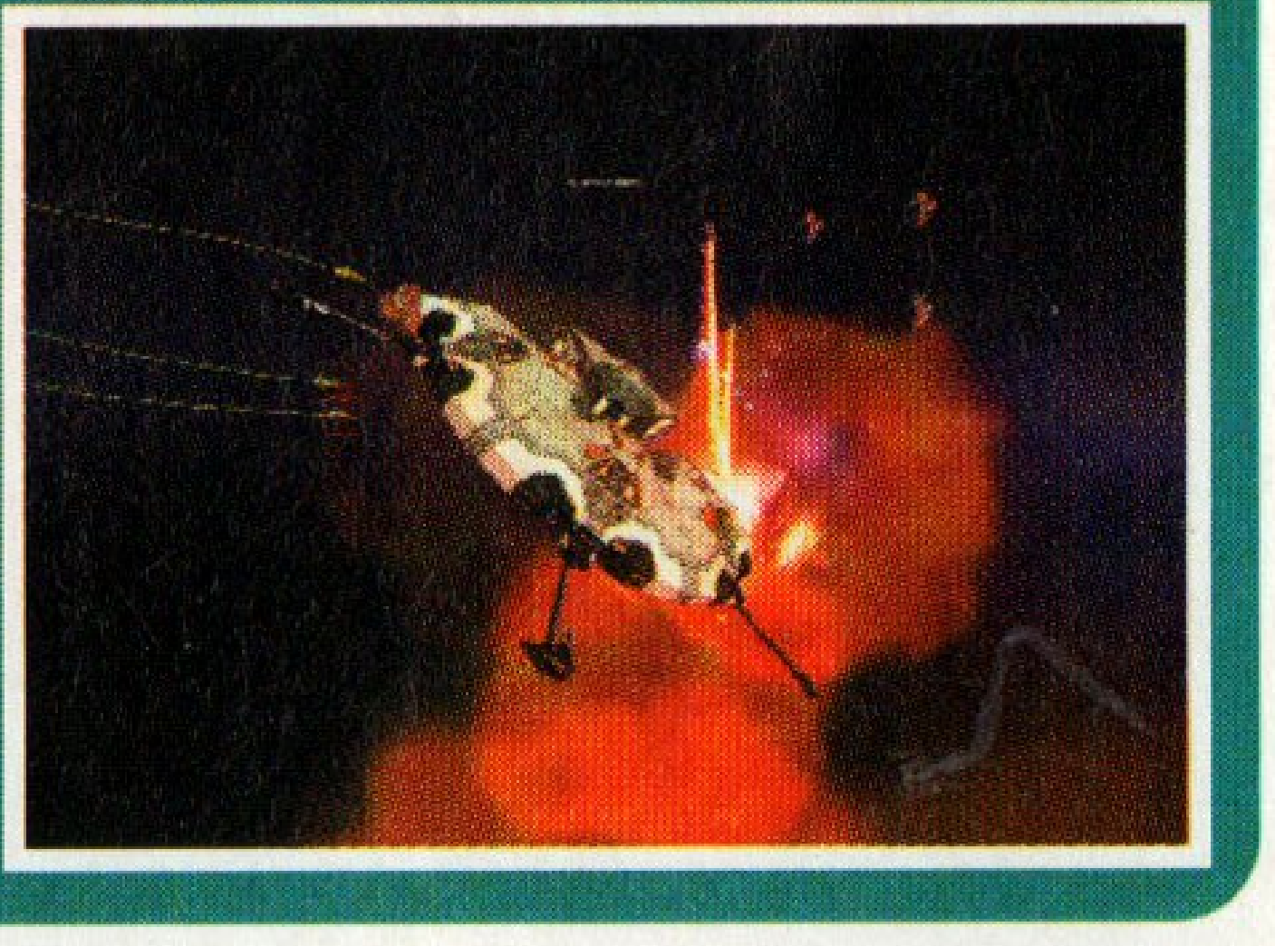
▲ "Watch out you've got one on your tail man." "Where?" Fzzzap! BOOOM! "Oh. Forget I said anything."



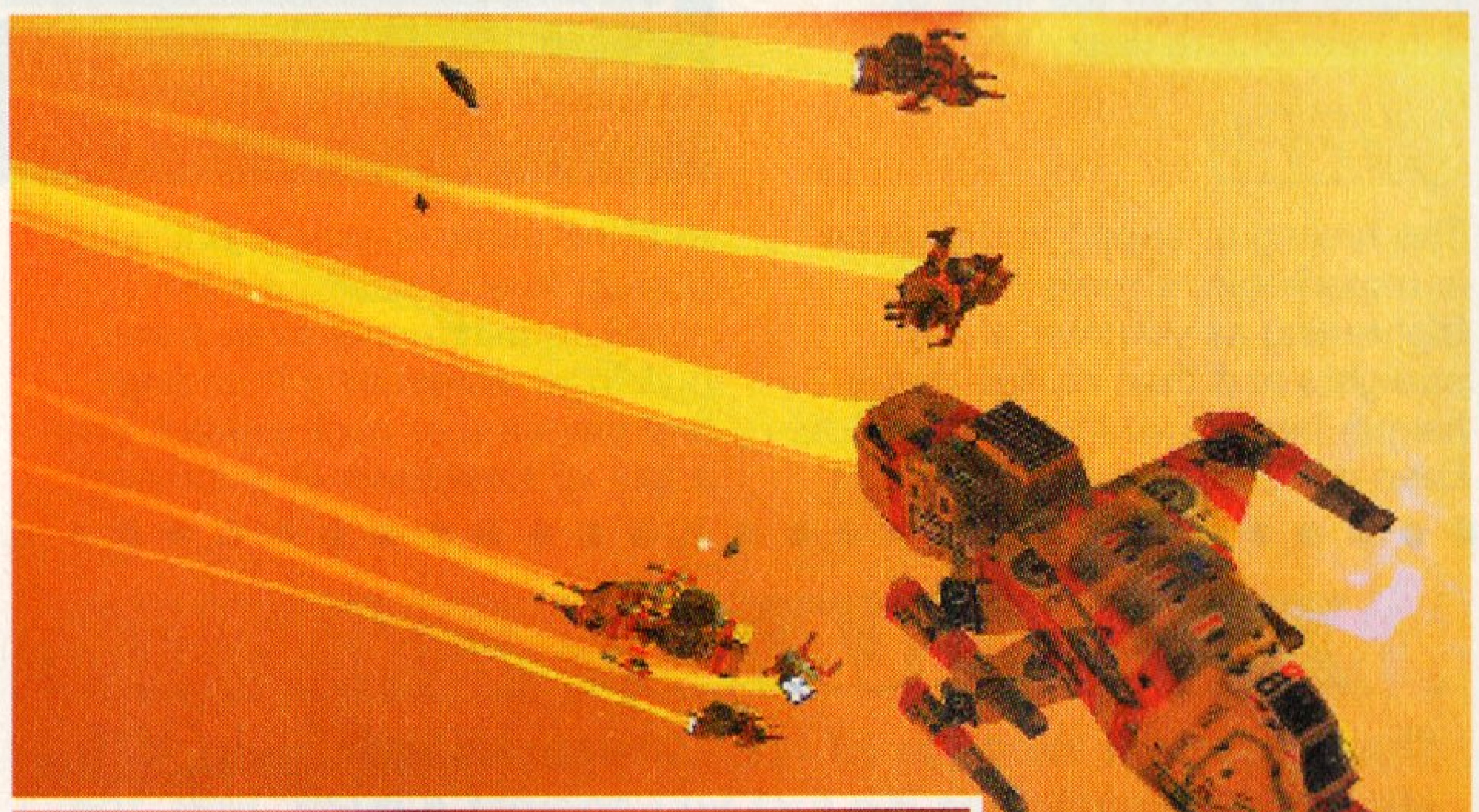
▶ For safety, tape your chin to your top lip to prevent your jaw hitting the floor.



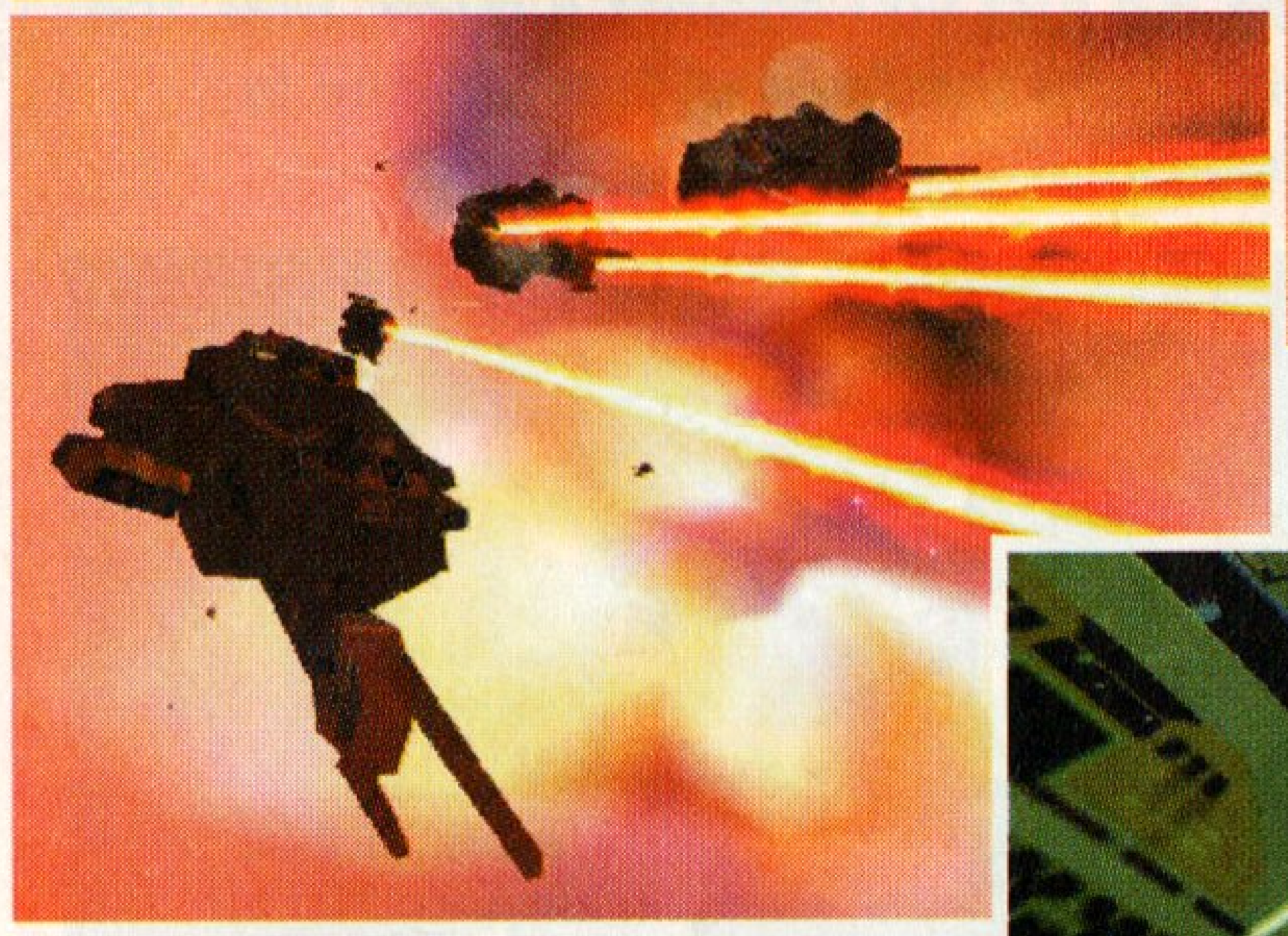
◀ Now look. This is just getting silly. The order is "Every man for himself!"



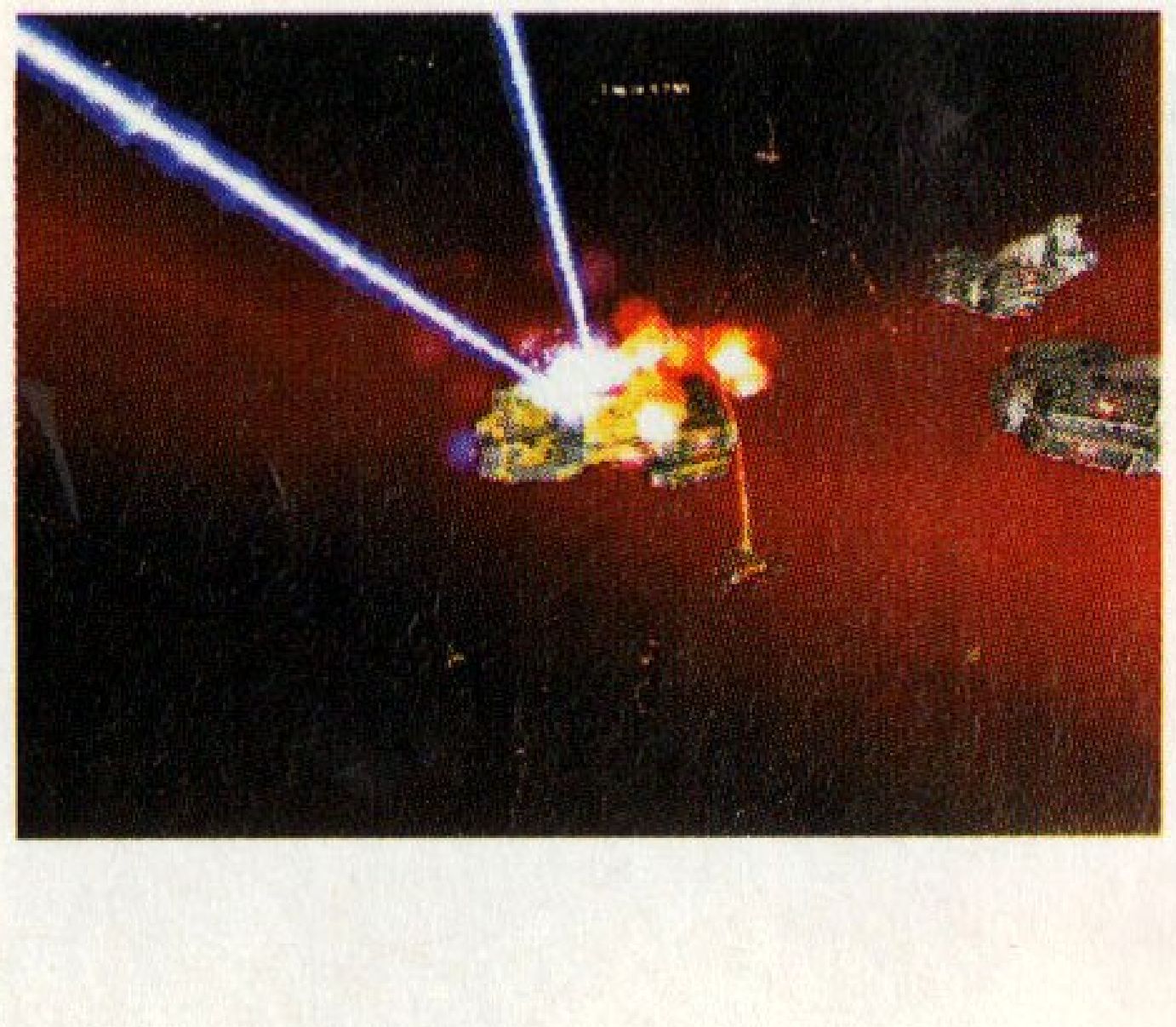
▼ The flying saucer is spacious, economical and burns like a real log fire.



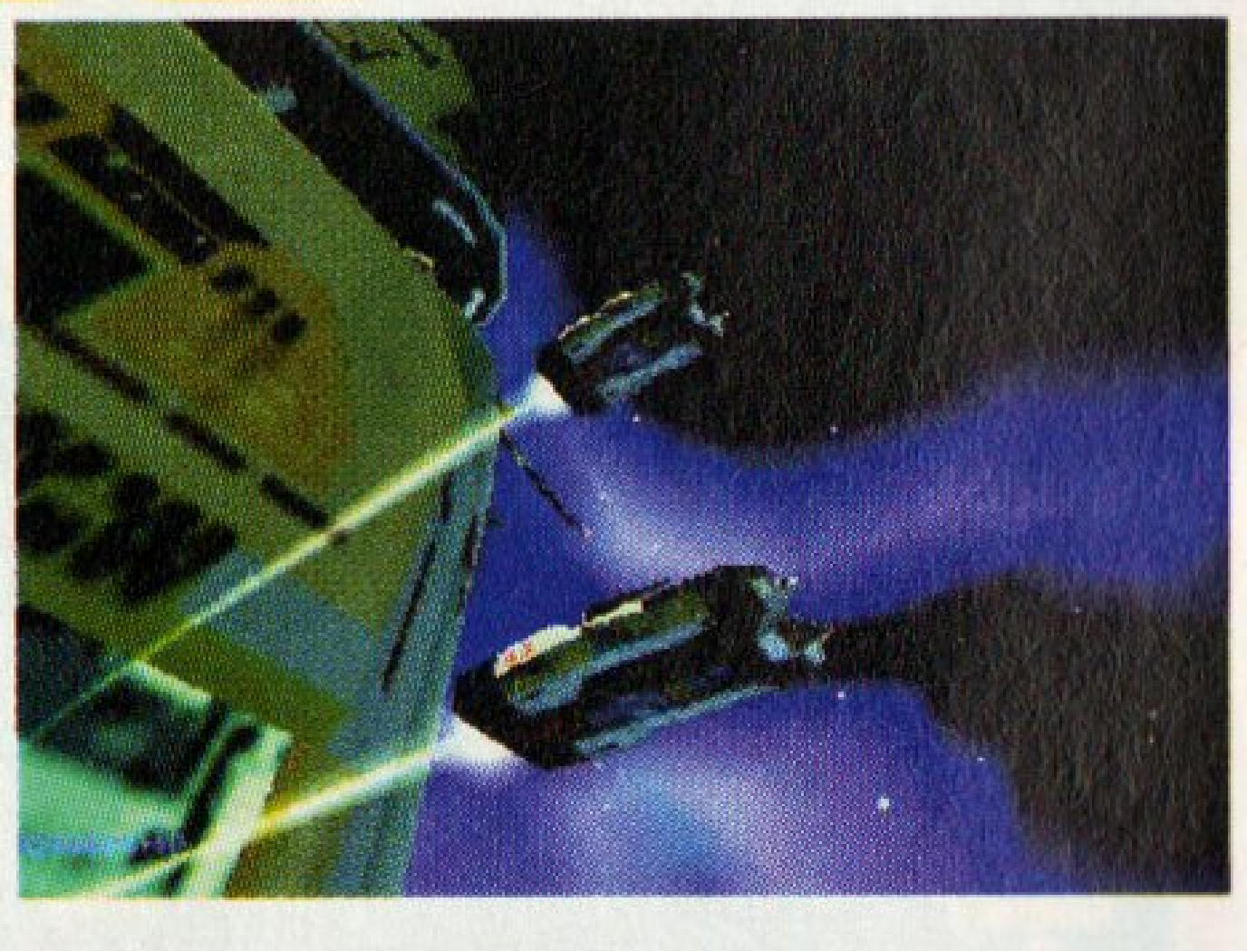
▲ Damn! How did they spot our camouflage scheme?

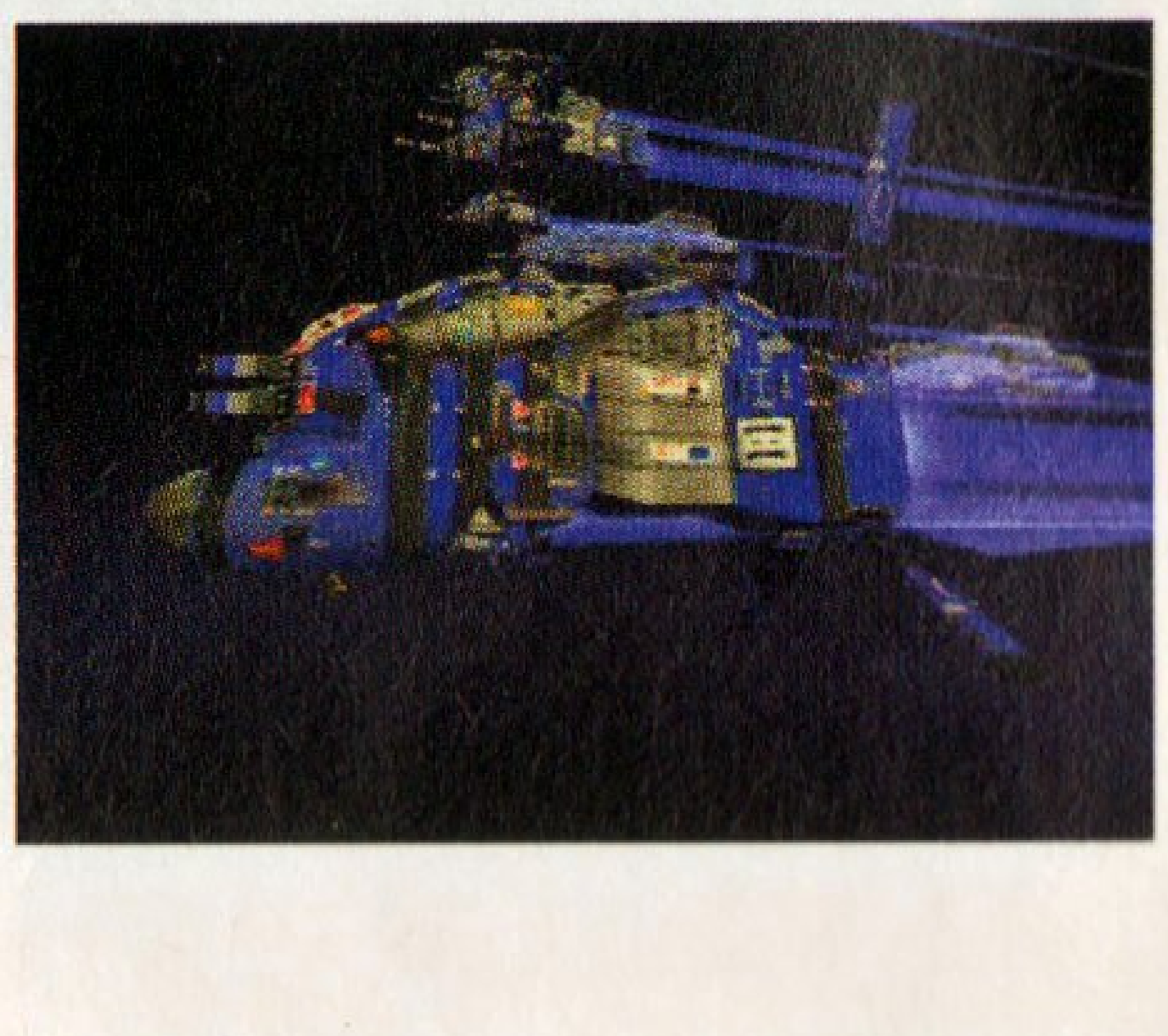


▲ Motherships spit out hoards of vicious fighters like a wasps nest…



▼ … and then they normally run straight into laser-death aggro like this.





DEVELOPER: RELIC
PUBLISHER: SIERRA

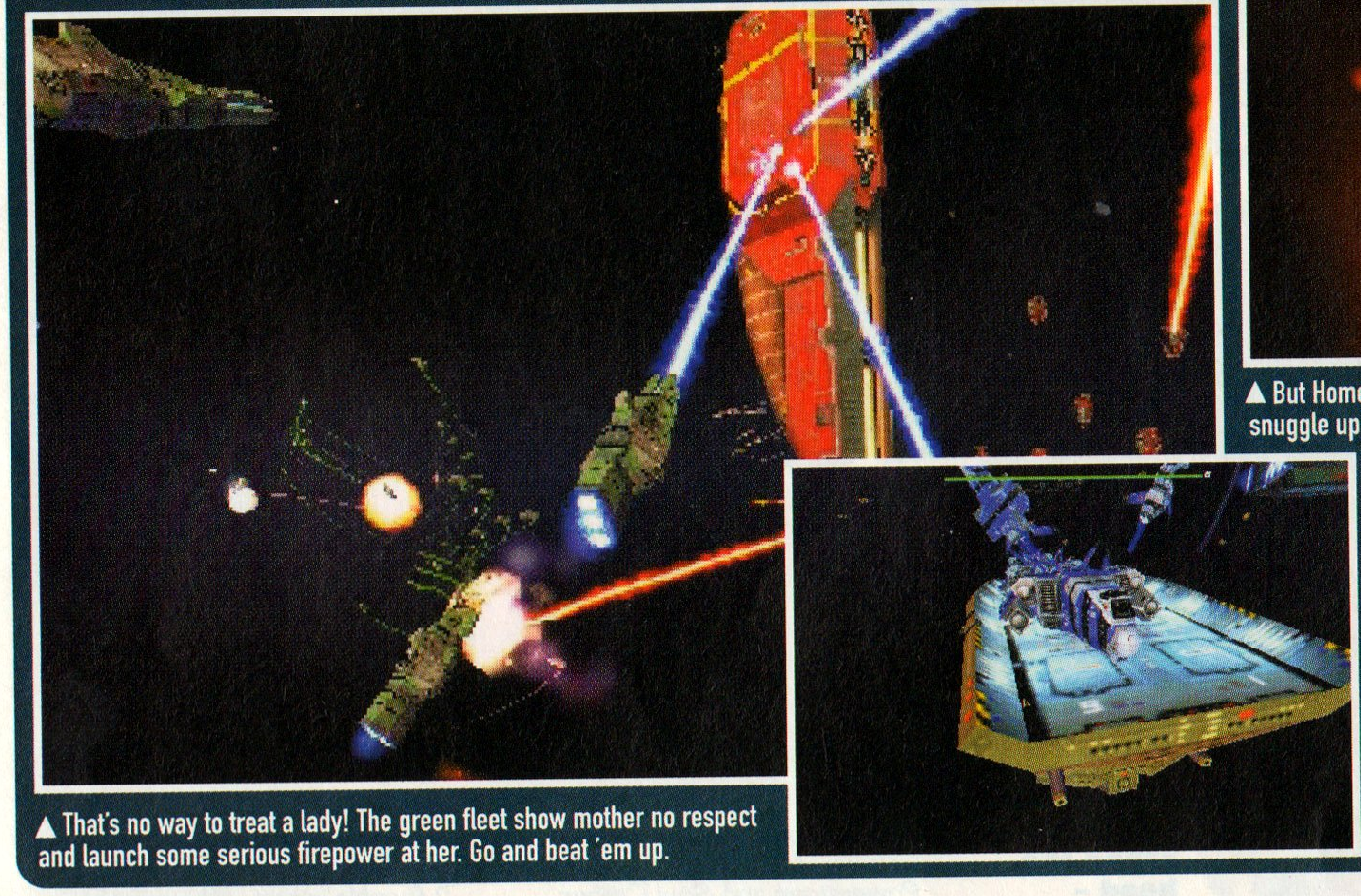
CALL: 0118 920 9100
PLAYERS: 1 (4 INTERNET)

SPECIAL FEATURES: NETWORKABLE
OTHER FORMATS: NONE

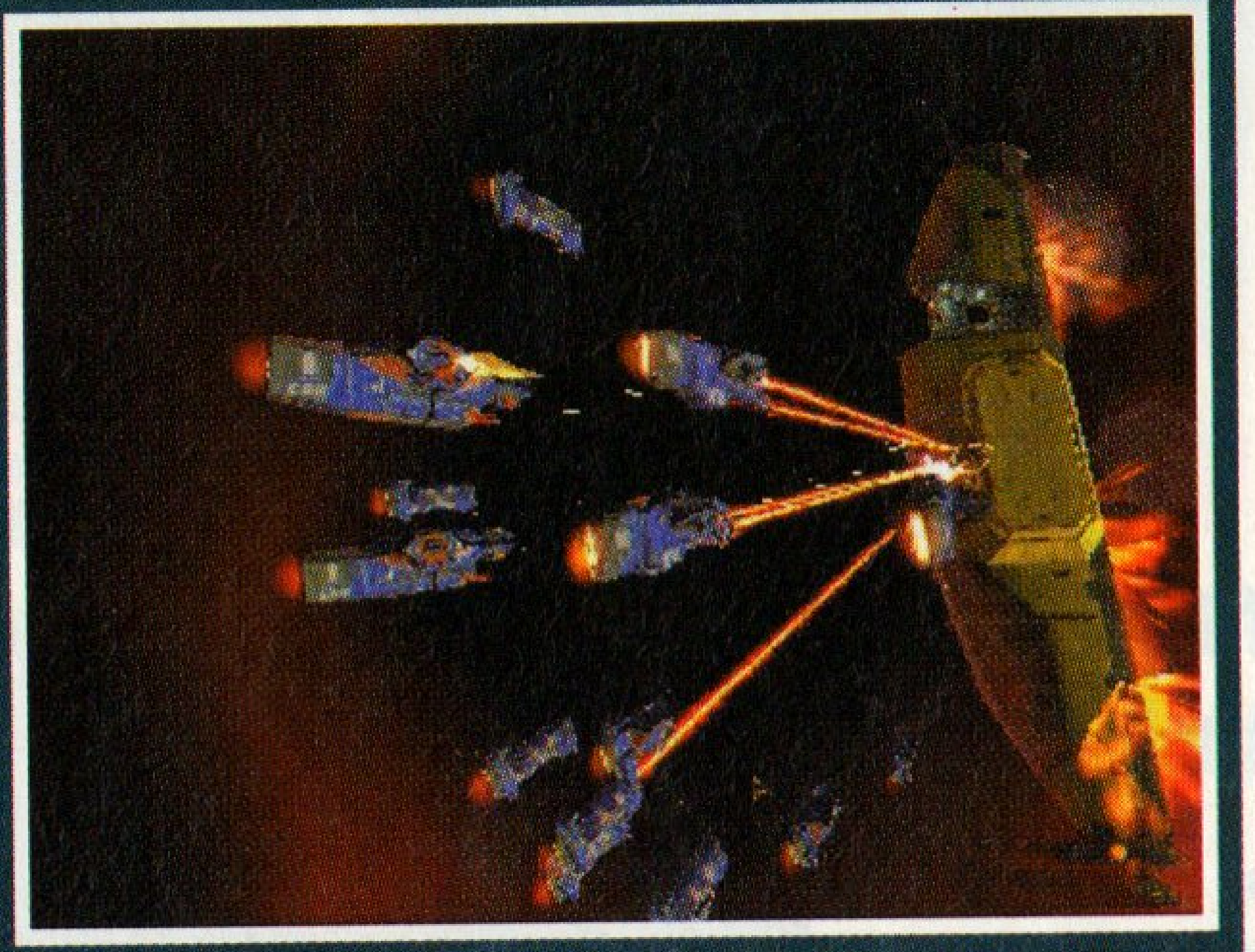
HOMEWORLD

2 MOTHER BLOWS BEST!

The biggest ship in the whole game is the mother ship. She's one swollen mama of a vessel that creates all the other ships. Lose mum and you lose the game.



▲ That's no way to treat a lady! The green fleet show mother no respect and launch some serious firepower at her. Go and beat 'em up.



▲ But Homeworld's also a caring game. Here little ships snuggle up to their parent vessel for comfort.

◄ A quick bit of laser surgery will soon change the face of this ugly mother.

pandemonium as you decloak your ships and open fire.

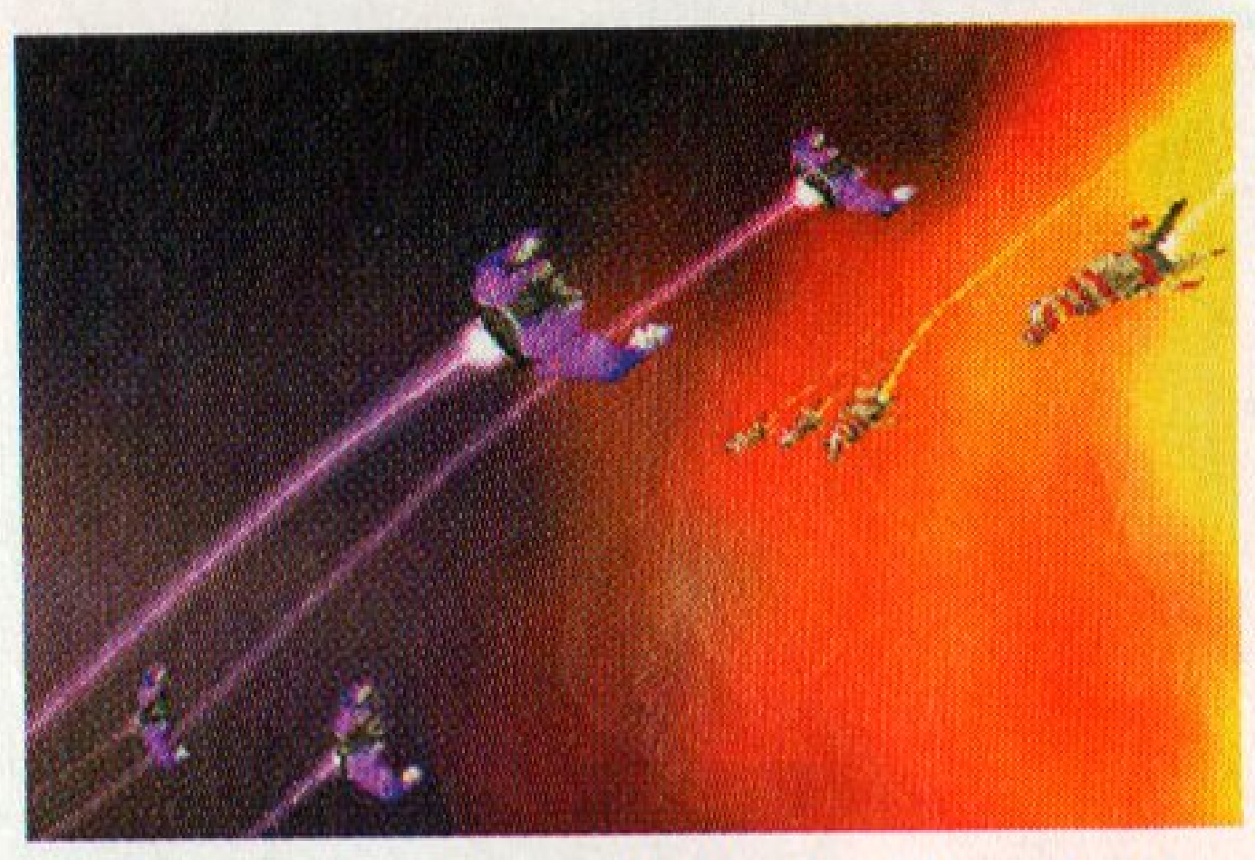
'Course *Homeworld*'s most fun when you're kicking your best mate all over outer space via the Internet but the single-player game is most excellent too. As in any real-time strategy game, you build your fleet by harvesting resources (in this case your space hoovers suck up asteroids), and then decide which ships you want to spend your money on.

Cosmic bullies will tend to build the biggest planet bruisers they can find – packing pant-filling firepower. But that won't work unless they come up with a plan to deal with psychos who churn out hundreds of kamikaze fighter-bombers that are too agile for the battleships to shoot down.

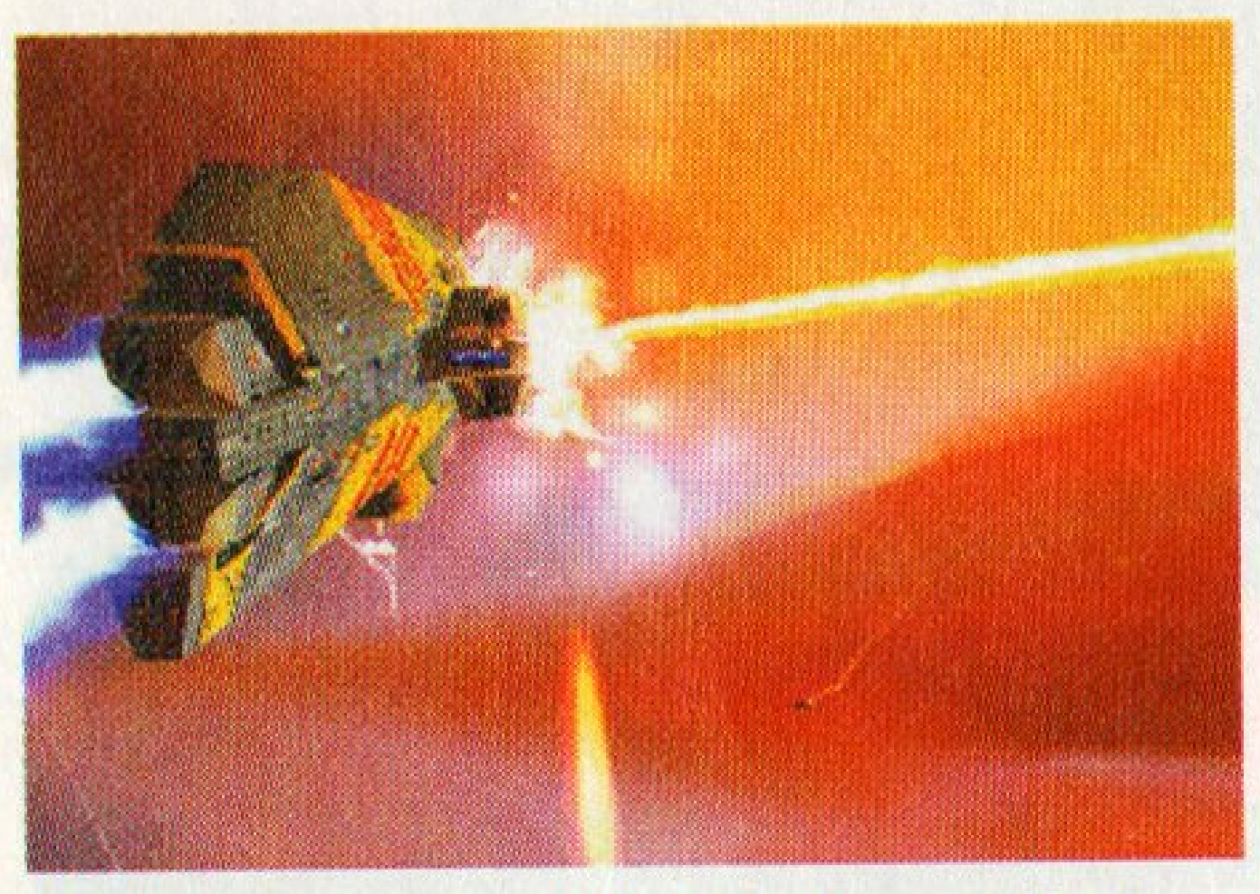
Meanwhile clever clogs can play it canny – using cloaking vessels to disguise their moves and gravity wells to paralyse smaller ships. Exploring the different technologies and strategies will keep you going for ages. And while you're doing that the story (your *Homeworld* has been destroyed so you've got to find a new one) keeps you playing through the missions as unexpected threats and strange alien races pop up.

FRONTiERS

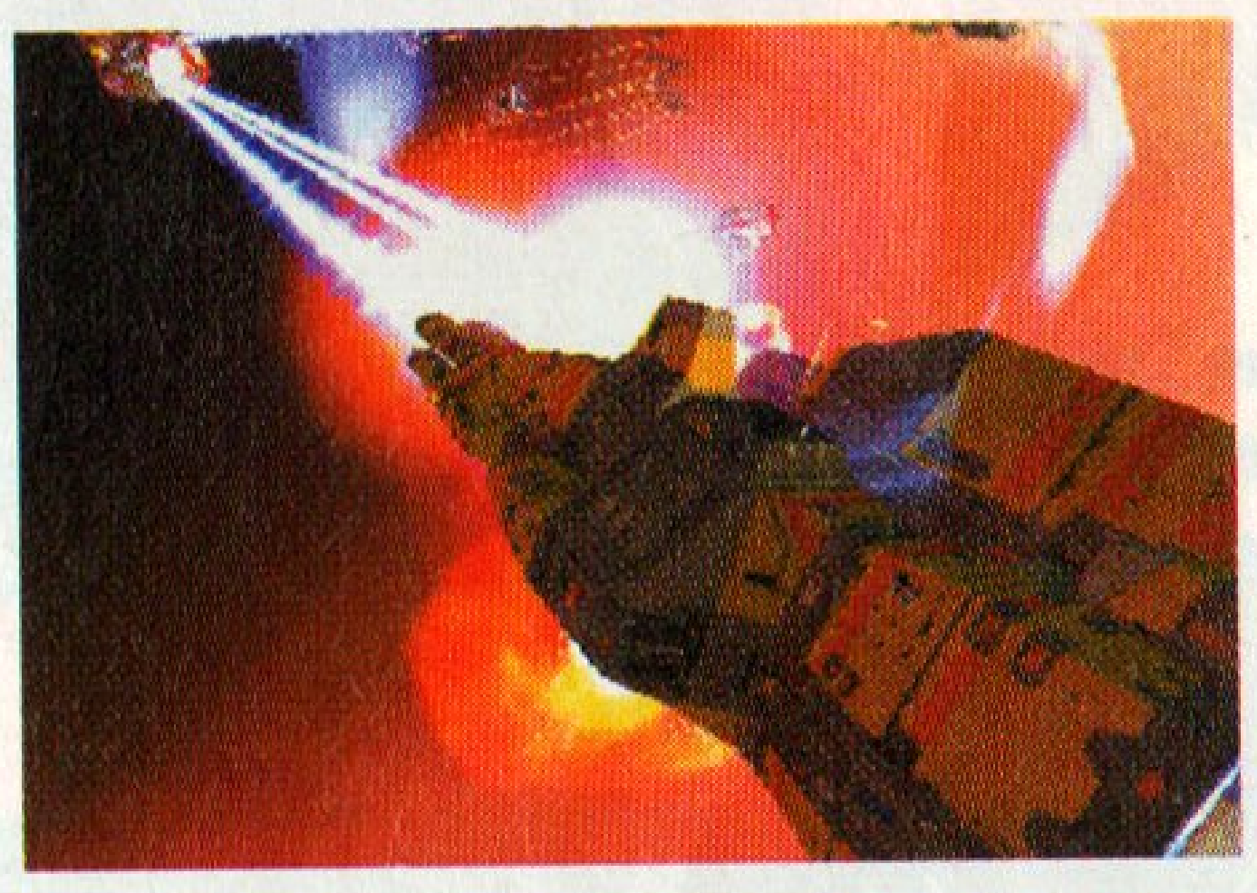
If the endless queue of *C&C* clones has been getting you down lately, then you should give *Homeworld* a try. It still feels like real-time strategy but the space setting knocks the genre into an entirely new orbit.



▲ Zoom out miles and it looks like a battle between laser armed midgies…



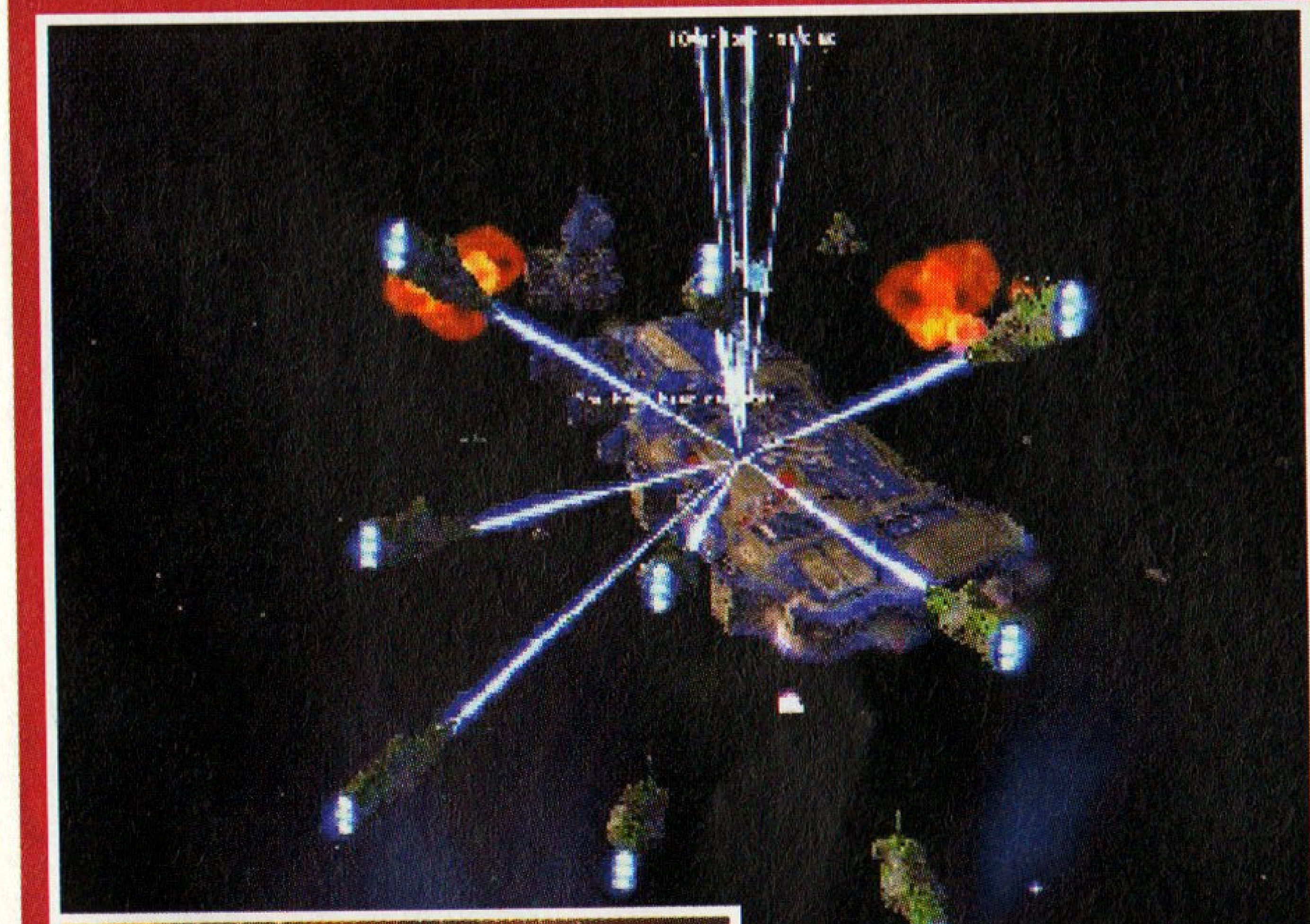
▲ Chris Foss is a definite influence here.



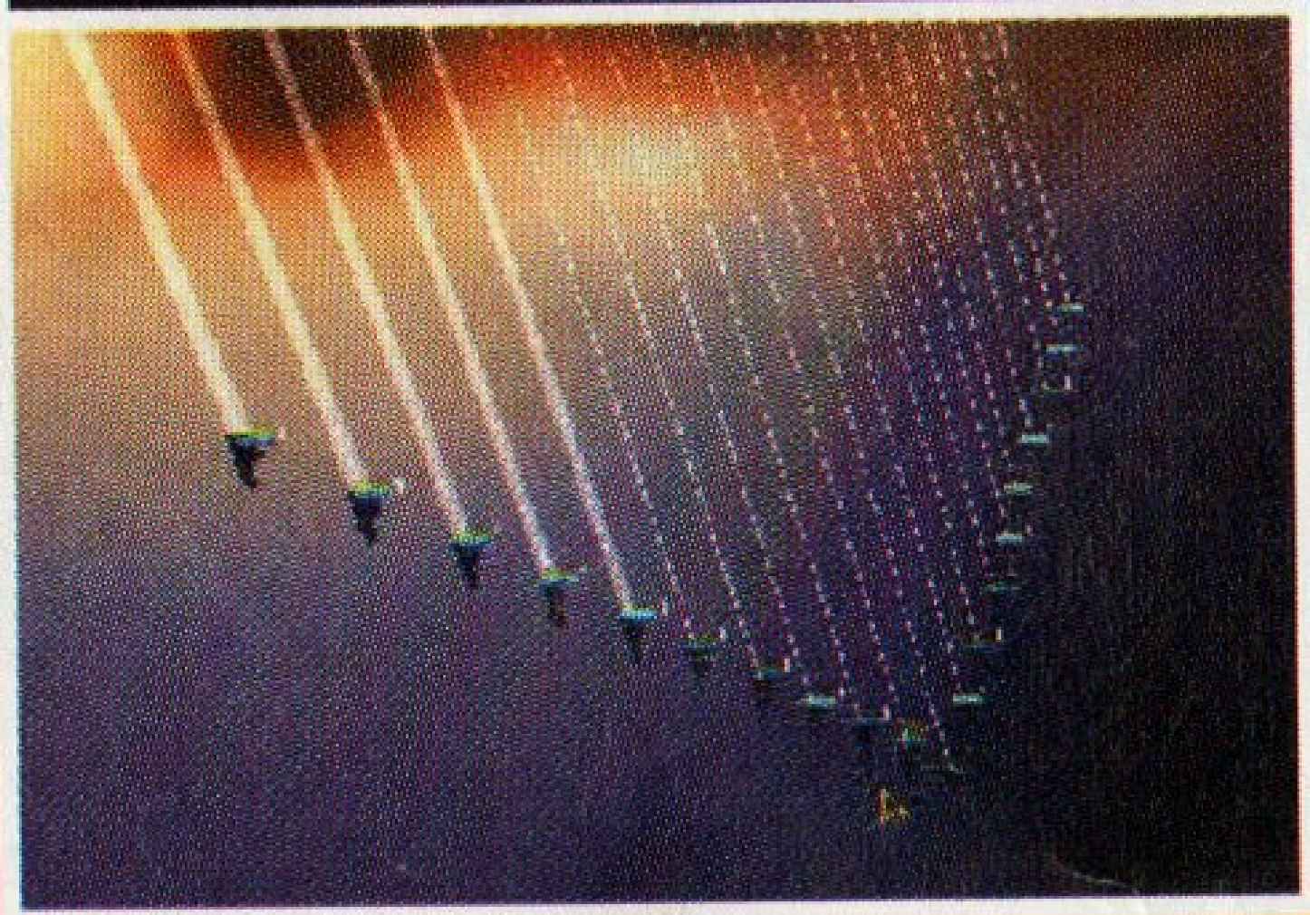
▲ … then nip up close for the fireworks.

3 CUE THE SLAUGHTER!

Of course it's always good to have a plan of attack and this in where the squadron formations come in handy. A quick tap of a hot key makes your ships form up in pretty patterns that increase their fire-power and let them help each other out.



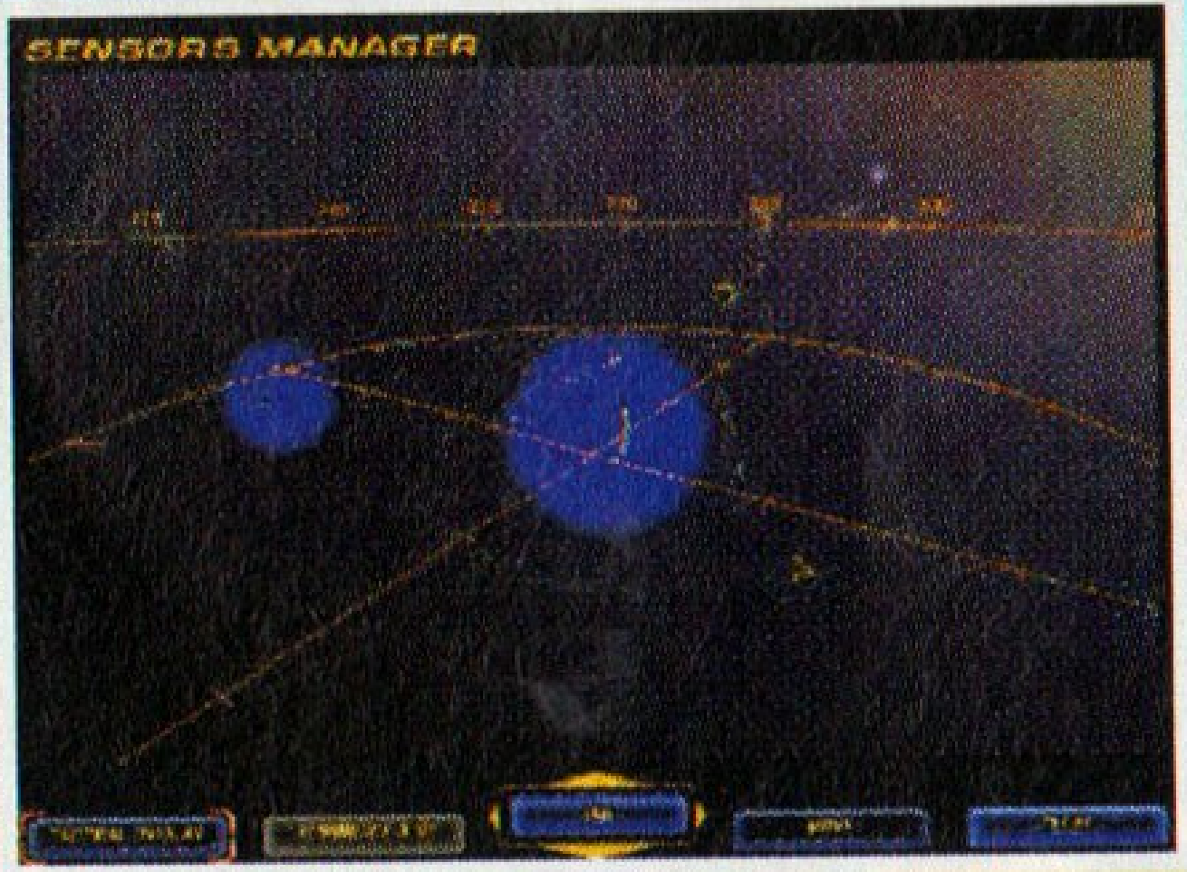
▲ The Wall formation lets your big cruisers and destroyers concentrate their fire to pant-wetting effect.



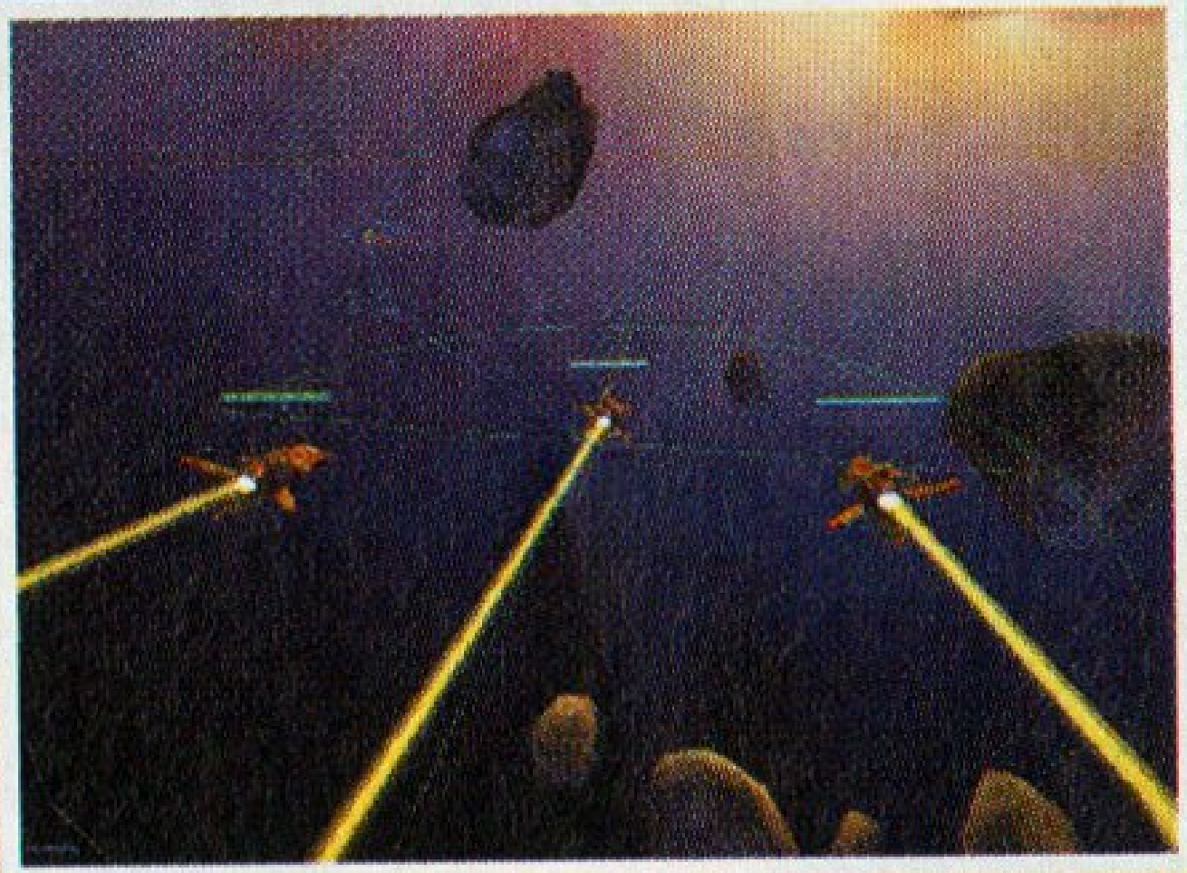
◄ The Delta formation is like a giant arrow head that lets your fighters punch straight through the enemy.

4 LOST iN SPACE!

Space. It's big, dark and it's easier to get lost in than an infinite supermarket filled with identical cans of beans.



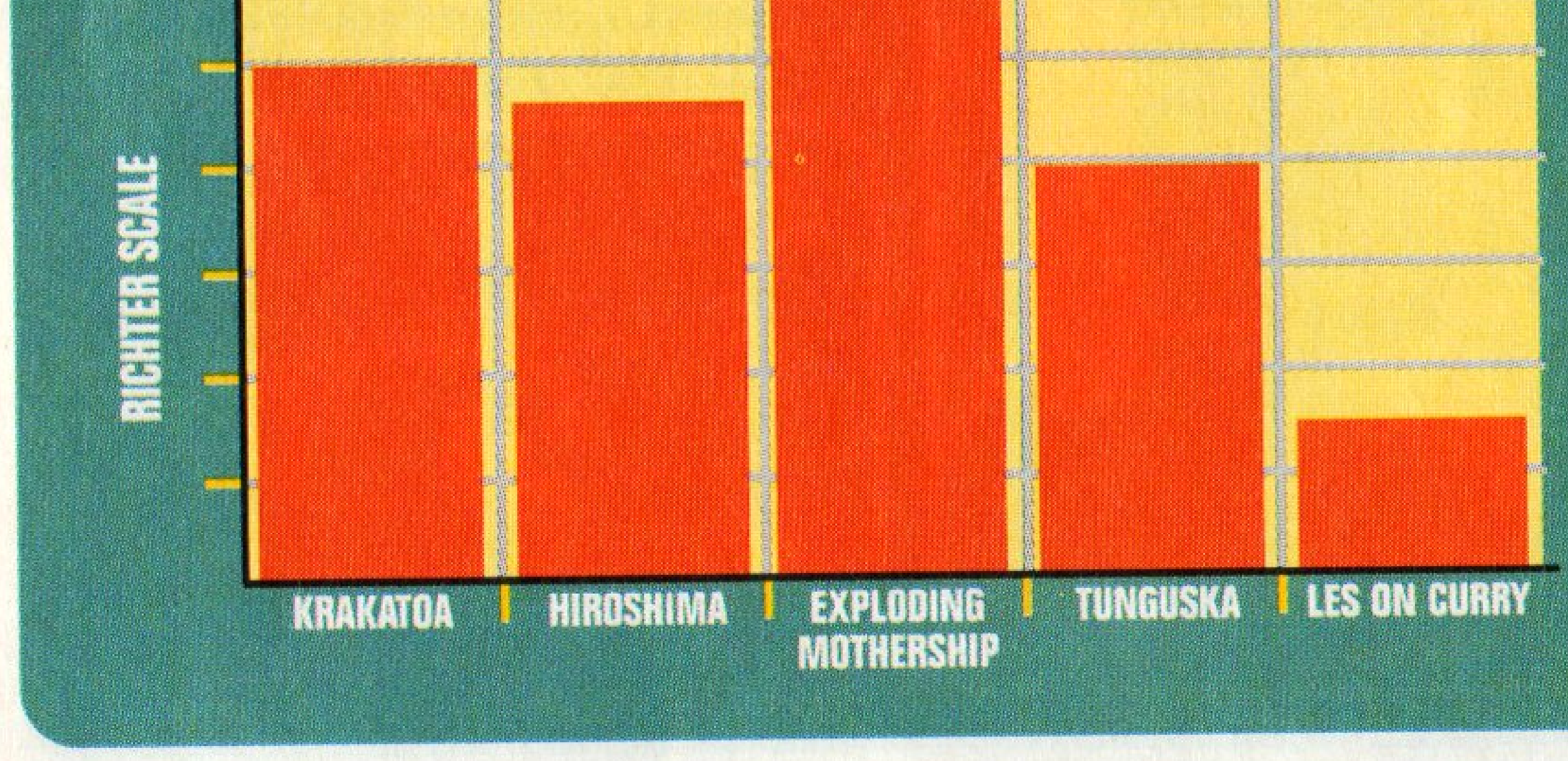
▲ Need to go somewhere fast? Then pull up the scanner and hyperspace there.



▲ This green navigational disc is known as the pizza dish (the pineapple's optional).

BATTLE OF THE BANGS…

Which are the loudest explosions ever heard on Earth? Our in-house seismologist compares the best…



> "THUNDEROUS BATTLESHIPS AND MASSIVE DESTROYERS MANOEUVRE ACROSS THE VOID STABBING AT EACH OTHER WITH HOT LASERS."

JUDGEMENT

PRESENTATiON

The best graphics ever seen in a strategy game, drink plenty of water so you can drool.

GAMEPLAY

Beautiful, intelligent and difficult to pick up, but stick with it and you'll receive great rewards.

LiFESPAN

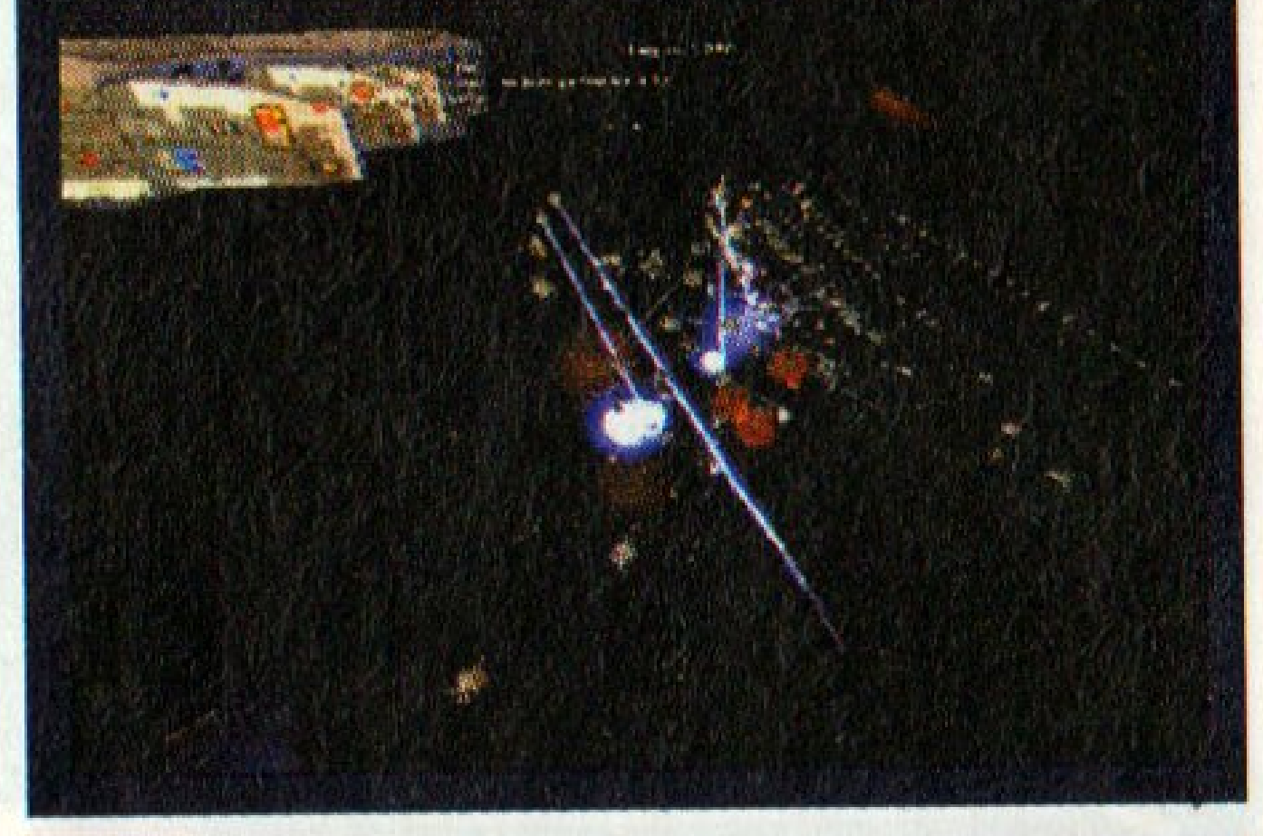
If you love space, space battles and Star Wars then you'll love this celestial phenomenon.

THE BEST BiT

Spectacular 3D battles that you'll never forget being in the middle of. It's like watching a film.

THE WORST BiT

It can be hard to control an entire fleet able to travel in every direction imaginable. Stick with it.



It's cosmic. Great graphics, gorgeous battles, tricky tactics, *Homeworld*'s got the lot. Different enough from *C&C* to feel fresh.

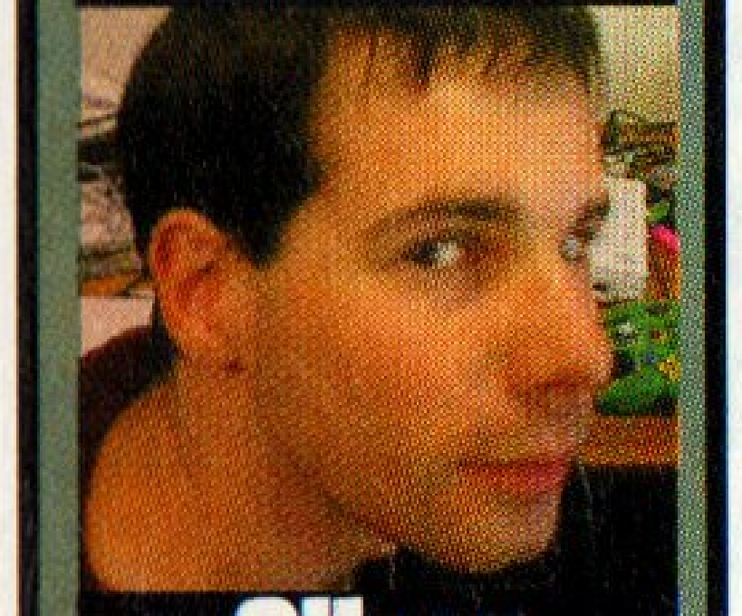
91%

If you like this…
Then try *Command & Conquer: Tiberian Sun*. A simpler strategy game with tanks and on Earth.

DATA▸ FORMAT REVIEWED: DREAMCAST PRICE: £40 OUT: NOW

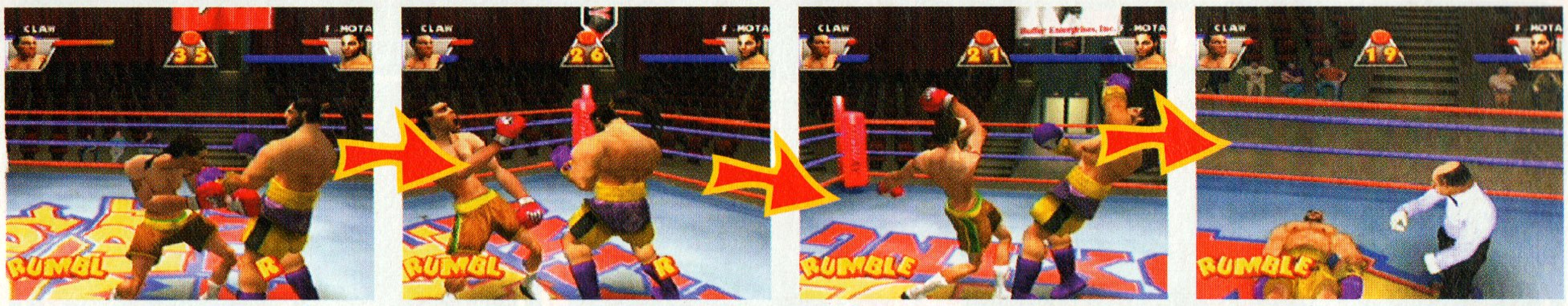
Dreamcast

Reviewer

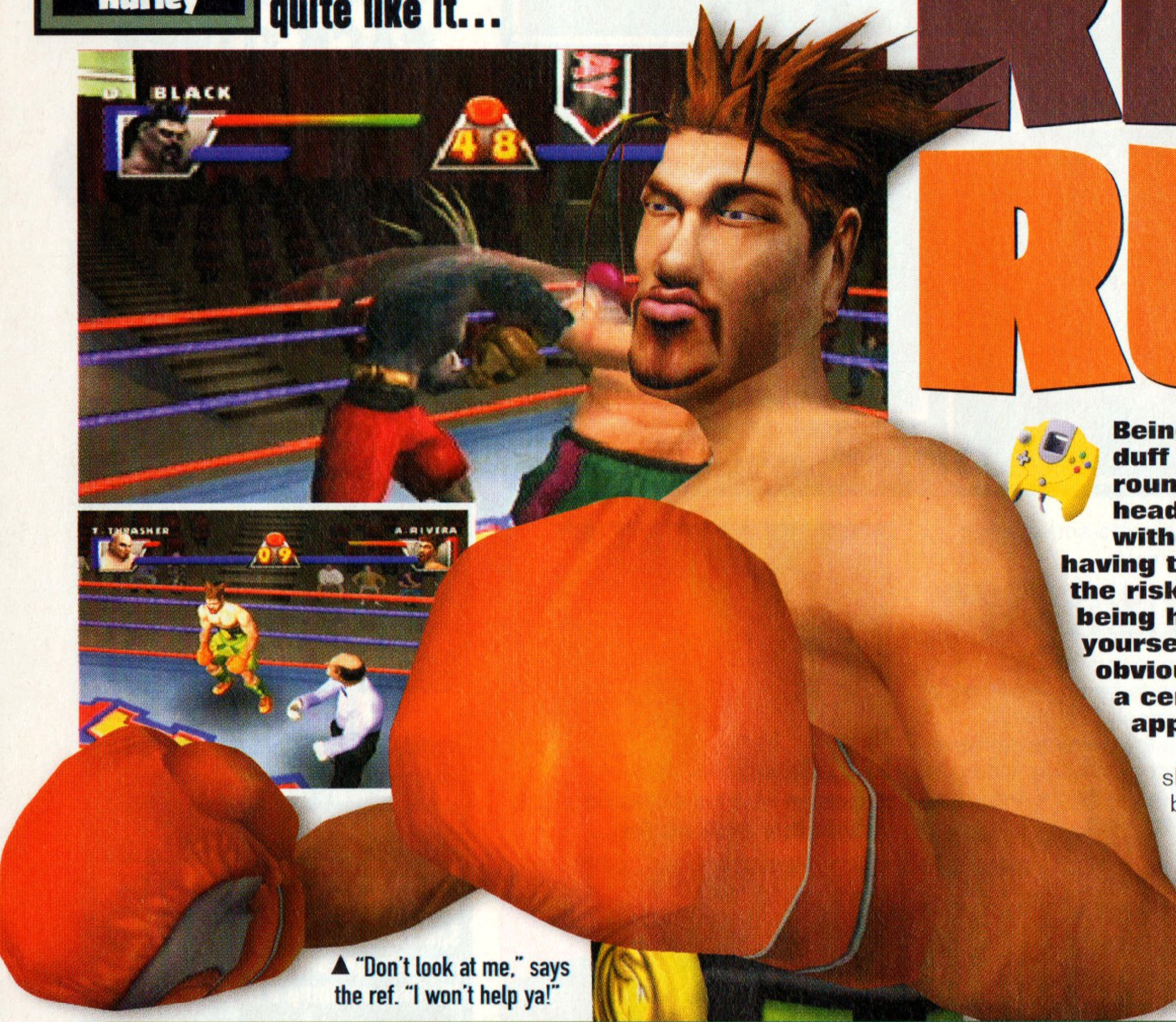


Oliver Hurley

"That's it! Bust his face in! He ain't gonna punch himself!" It's rough, it's tough, it's strangely comical and you've never seen anything else quite like it...



READY 2 RUMBLE



▲"Don't look at me," says the ref. "I won't help ya!"

Being able to duff people round the head – without having to take the risk of being hurt yourself – obviously has a certain appeal to it. Which should make boxing games dead attractive. But there's a problem. When the Dreamcast is already able to boast of such sublime fighters as *Virtua Fighter 3tb*, *Powerstone* and *Soul Calibur*, what chance does a boxing game have? "Ooooh, look!" cry the cynics among you. "You can punch with your left hand. And if you get fed up with that, you can punch with your right..."

DiFFERENT

Fortunately, *Ready 2 Rumble* is nothing like the numerous dull slug-fests that have littered consoles in the past. It looks fantastic, the characters handle superbly and, more importantly, it couldn't be much more fun even if it had a hypodermic overflowing with Prozac rammed where the sun don't shine.

The great thing about *Ready 2 Rumble* is that, although it's a *seriously* good game, it has its tongue firmly placed in its cheek. Sim-style gameplay is out the window with unadulterated arcade pugilism in its place.

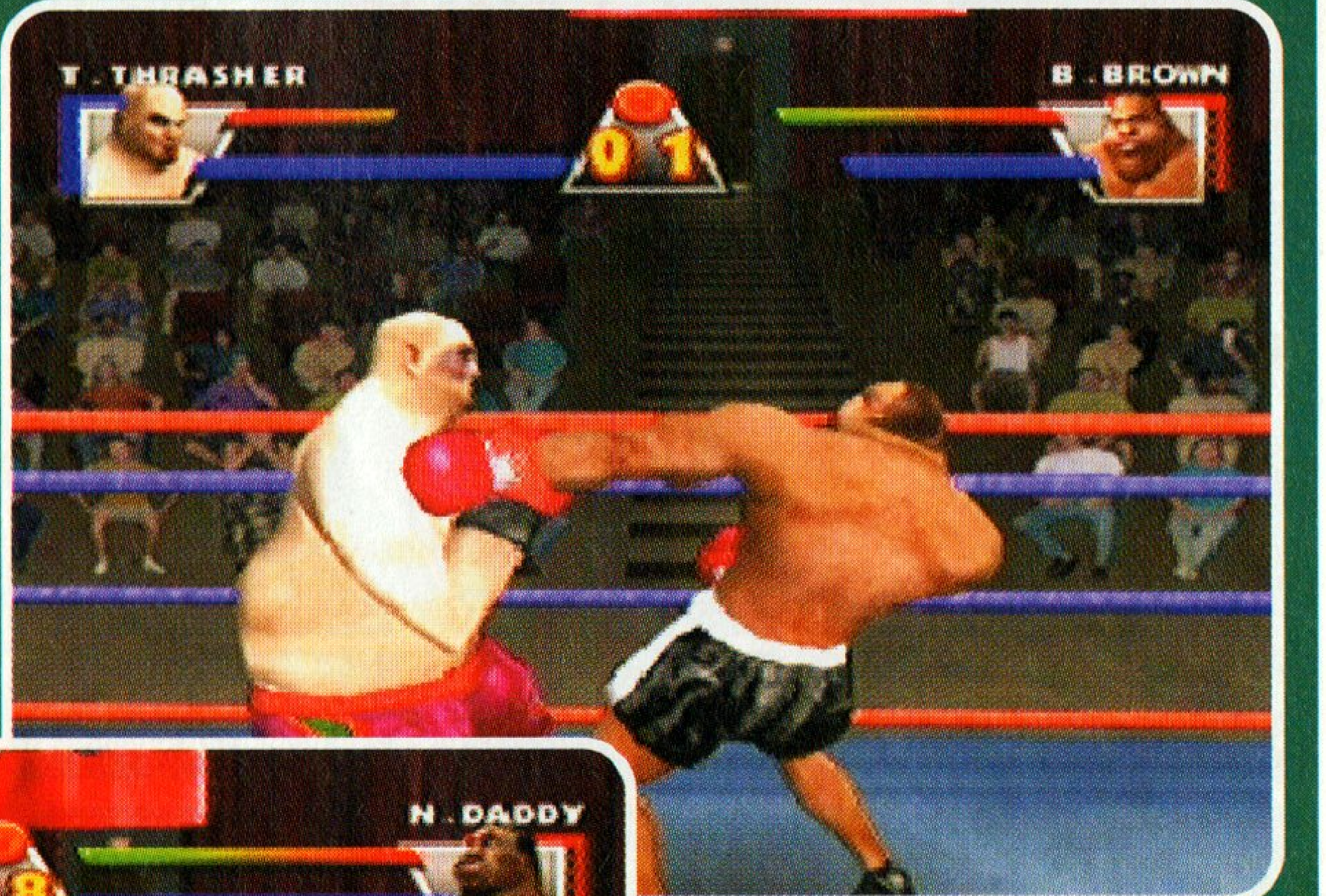
PiCK ME UP

It's instantly accessible – you need neither a knowledge of boxing nor the instruction manual to get going – but that doesn't mean you'll turn into Naz in five minutes flat. The silky-smooth learning curve means that, while you can get past the first few computer opponents with indiscriminate button bashing and

1 iT'S A DiRTY JOB!

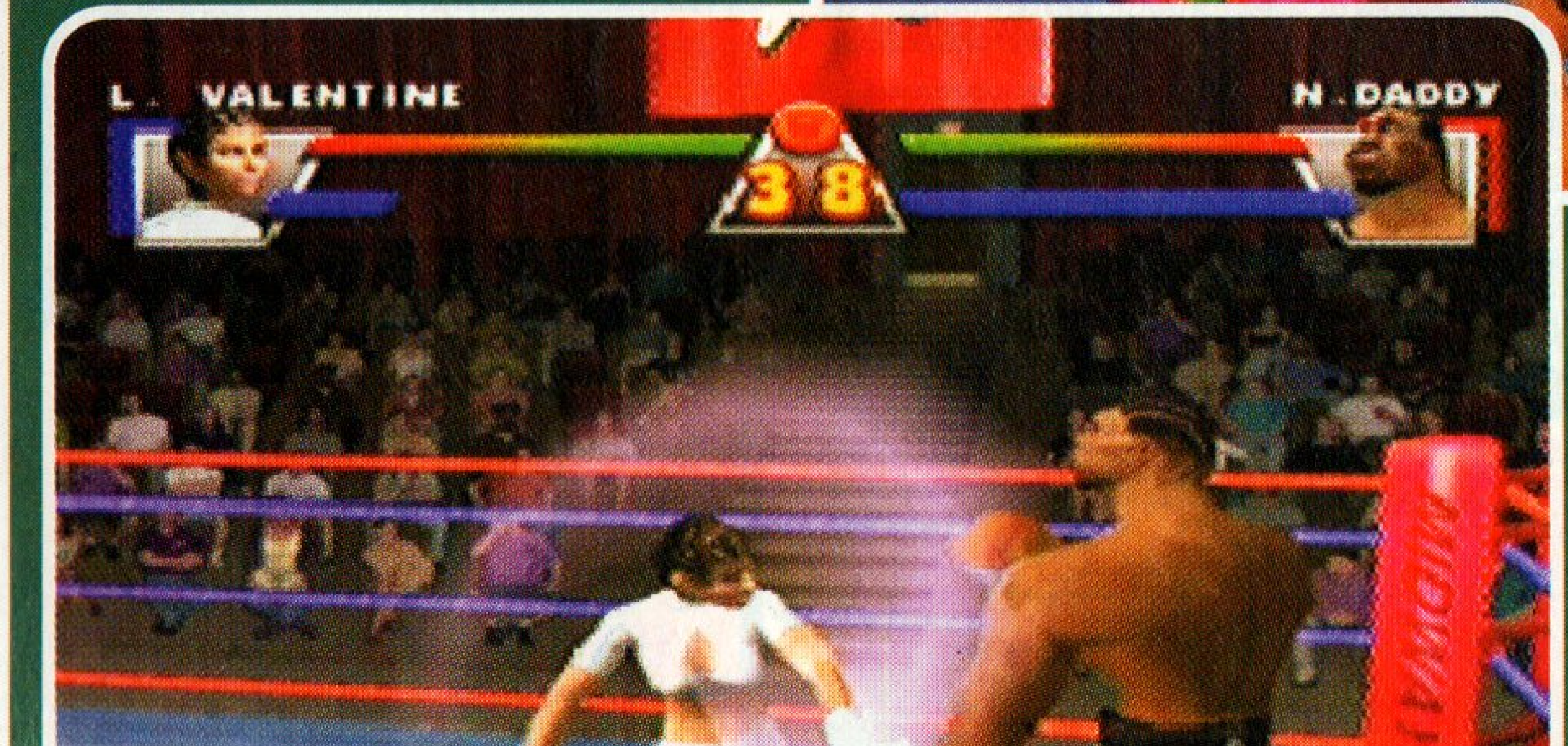
Each boxer has a distinct set of special moves, using traditional beat-em-up-style combos. They include speedy flurries, double-handed overhead blows and *(clears throat)* headbutts. The Marquis of Queensbury would not approve. There's no ear biting though.

T. THRASHER
A. RIVERA
4 7



▲ Bashing people on the head is the name of the game, and this bloke looks particularly adept at it.

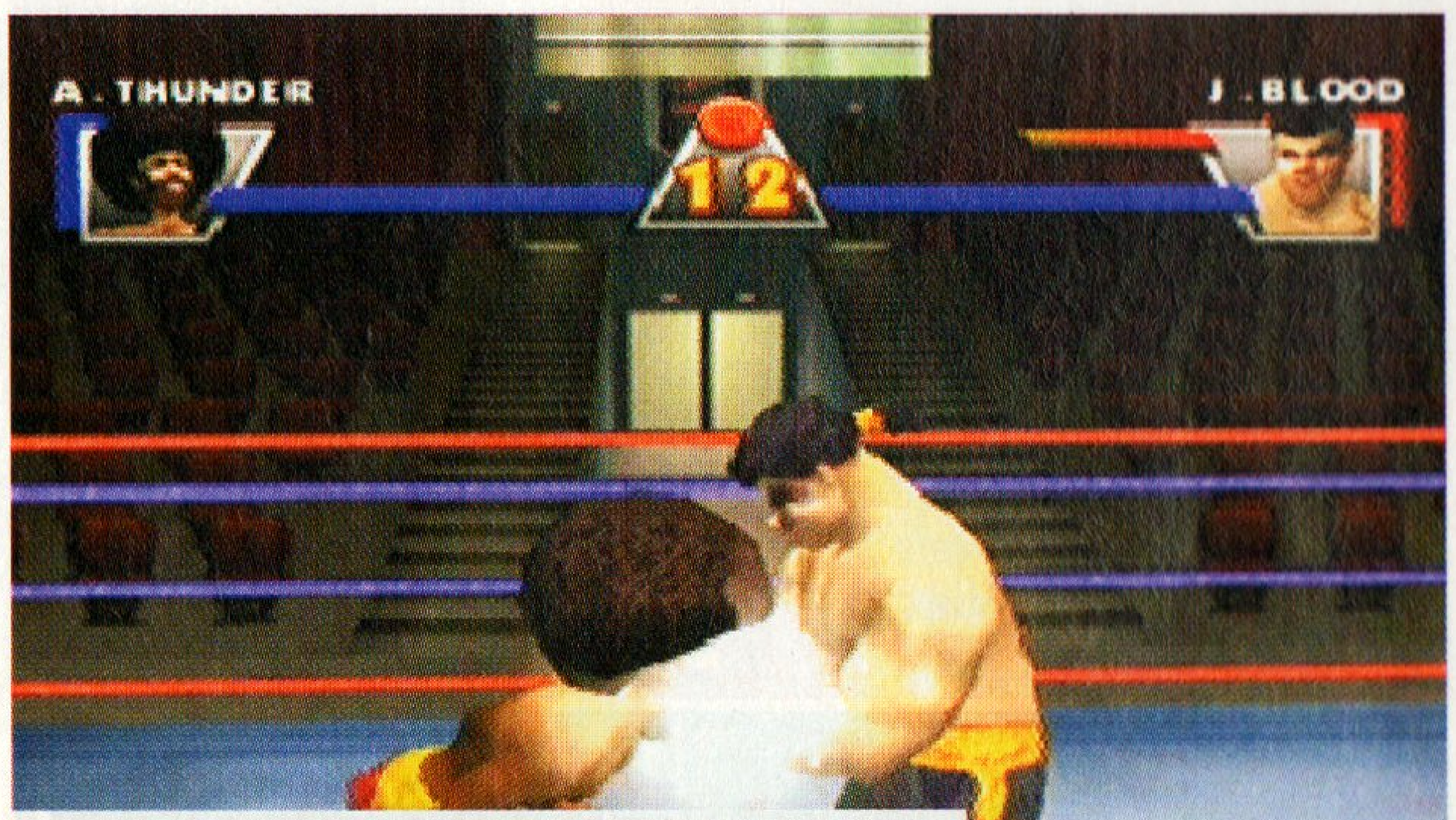
► If you're about to be nutted, pulling your shorts up is not a priority.



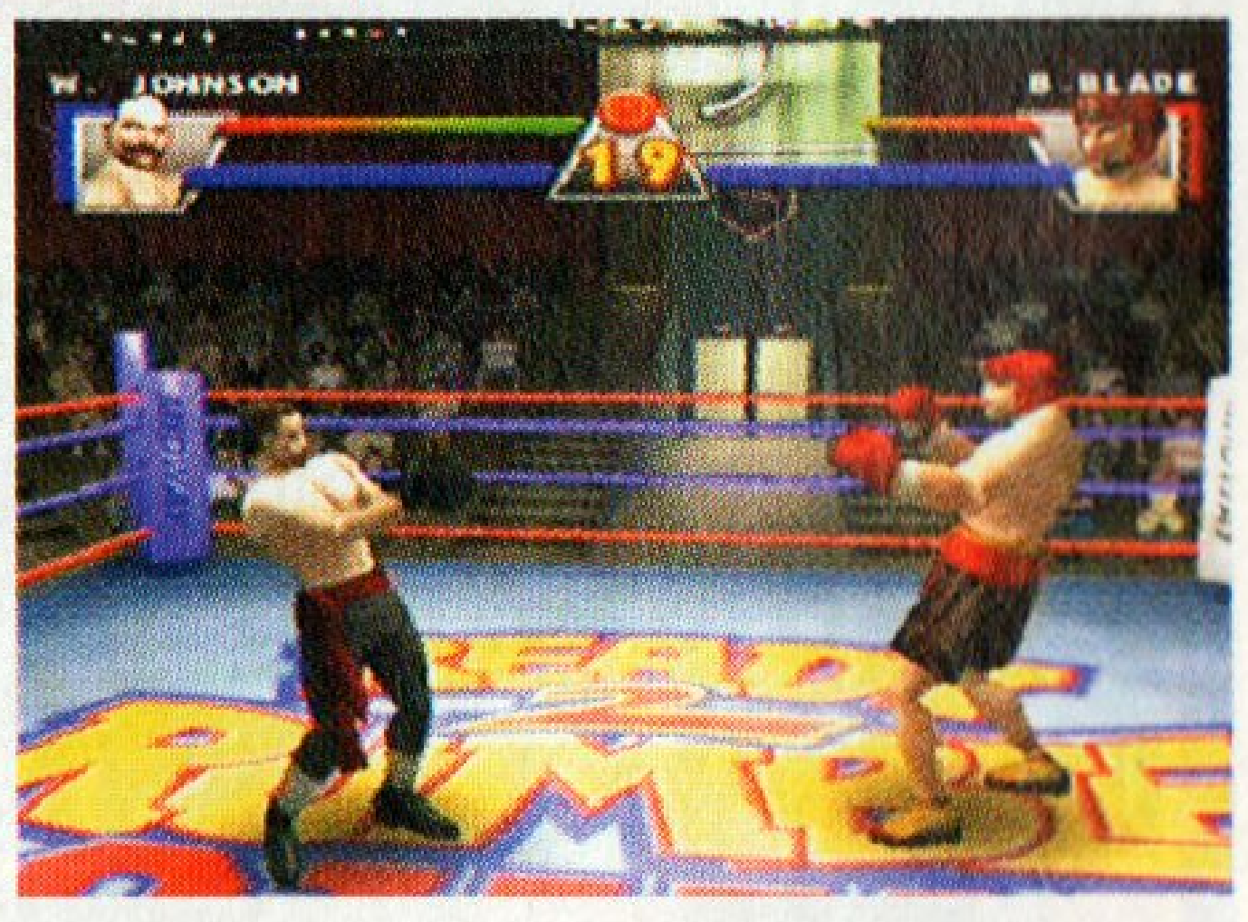
◄The female fighters may lack strength but they have the speediest combos.

▼Something about this screenshot tells us that punch connected good 'n' proper.

W. JOHNSON
R. SANCHAY
2 9

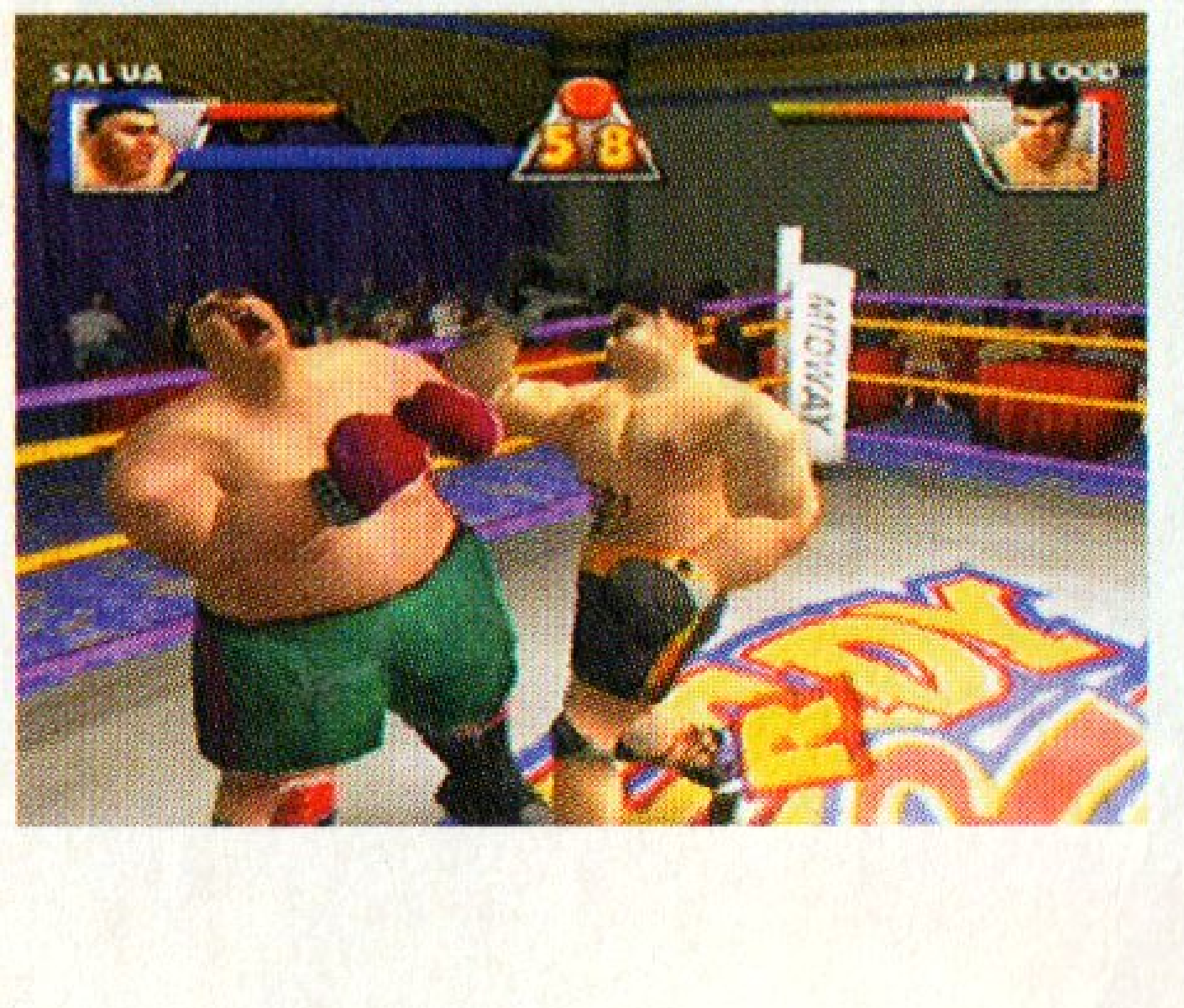


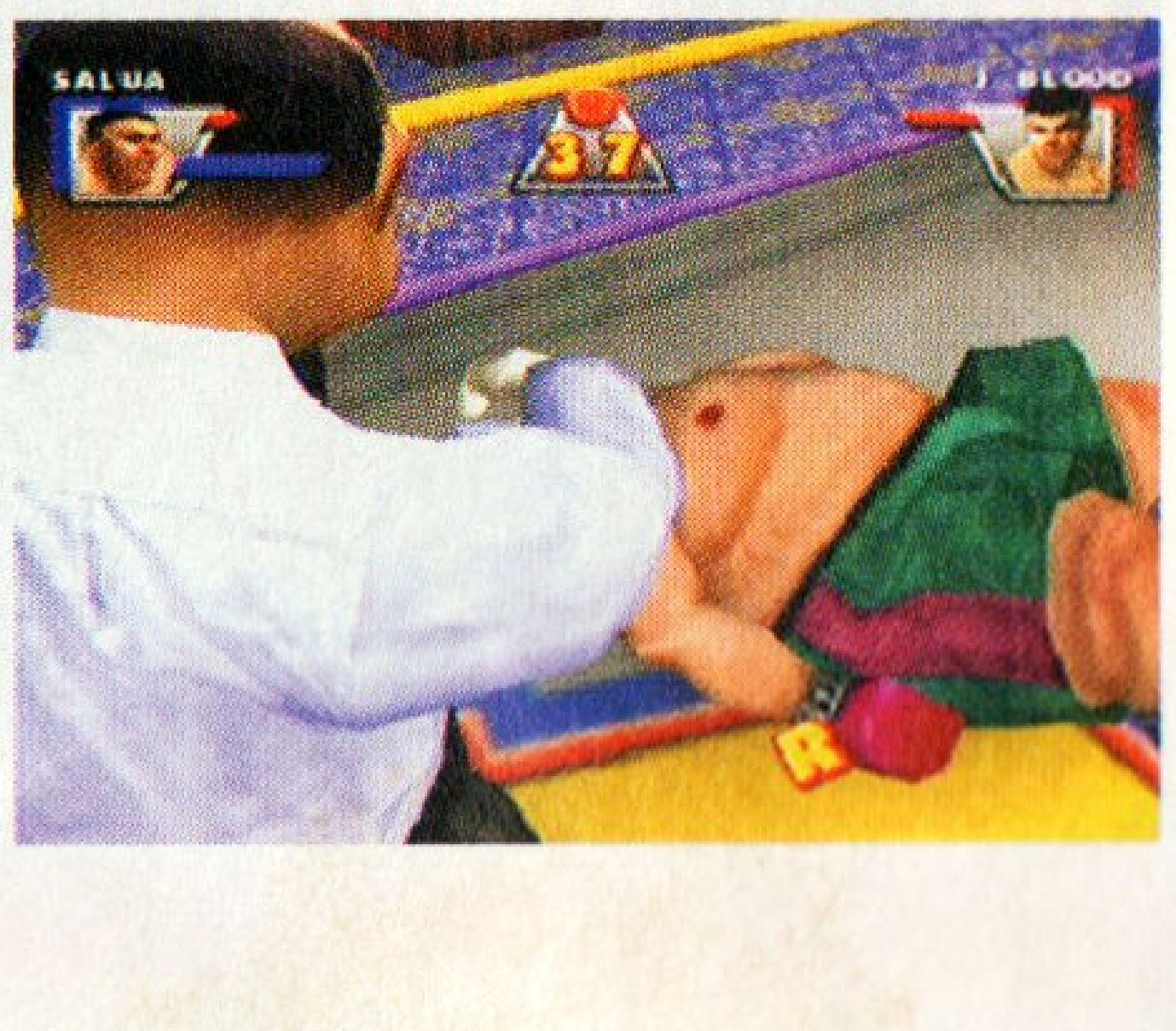
▲"Bleeding arseknuckles! My face has disappeared!"



▲Mr Smarm himself, Michael Buffer, is on announcing duties.

▼"Ooooh, you tricky little bugger. You just stepped on my little toe. Ouch!"





DEVELOPER: MIDWAY
PUBLISHER: MIDWAY

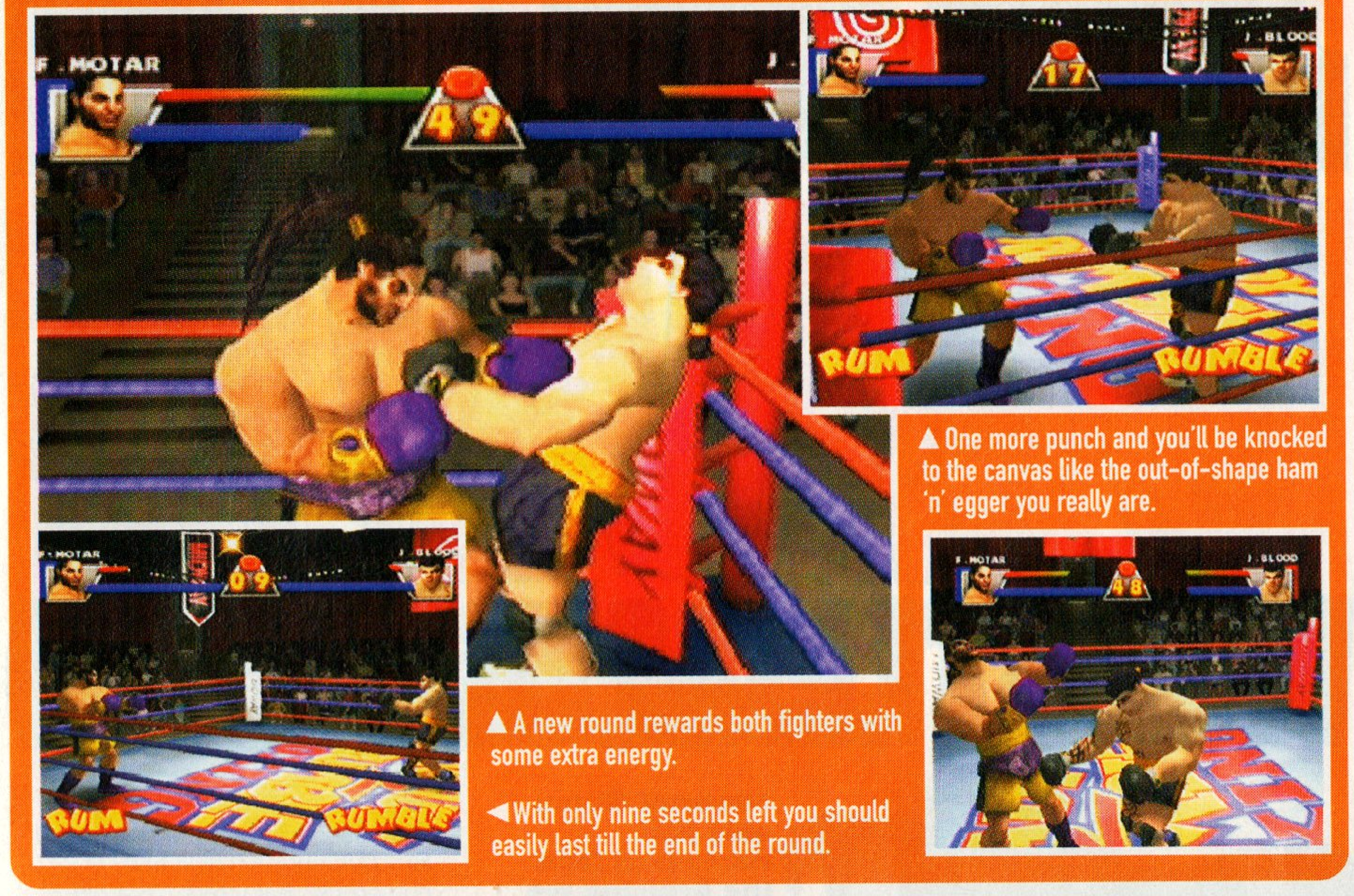
CALL: 01306 885 231
PLAYERS: 1-2

SPECIAL FEATURES: VMS
OTHER FORMATS: NONE

READY 2 RUMBLE

2 BACK TO YOUR CORNER!

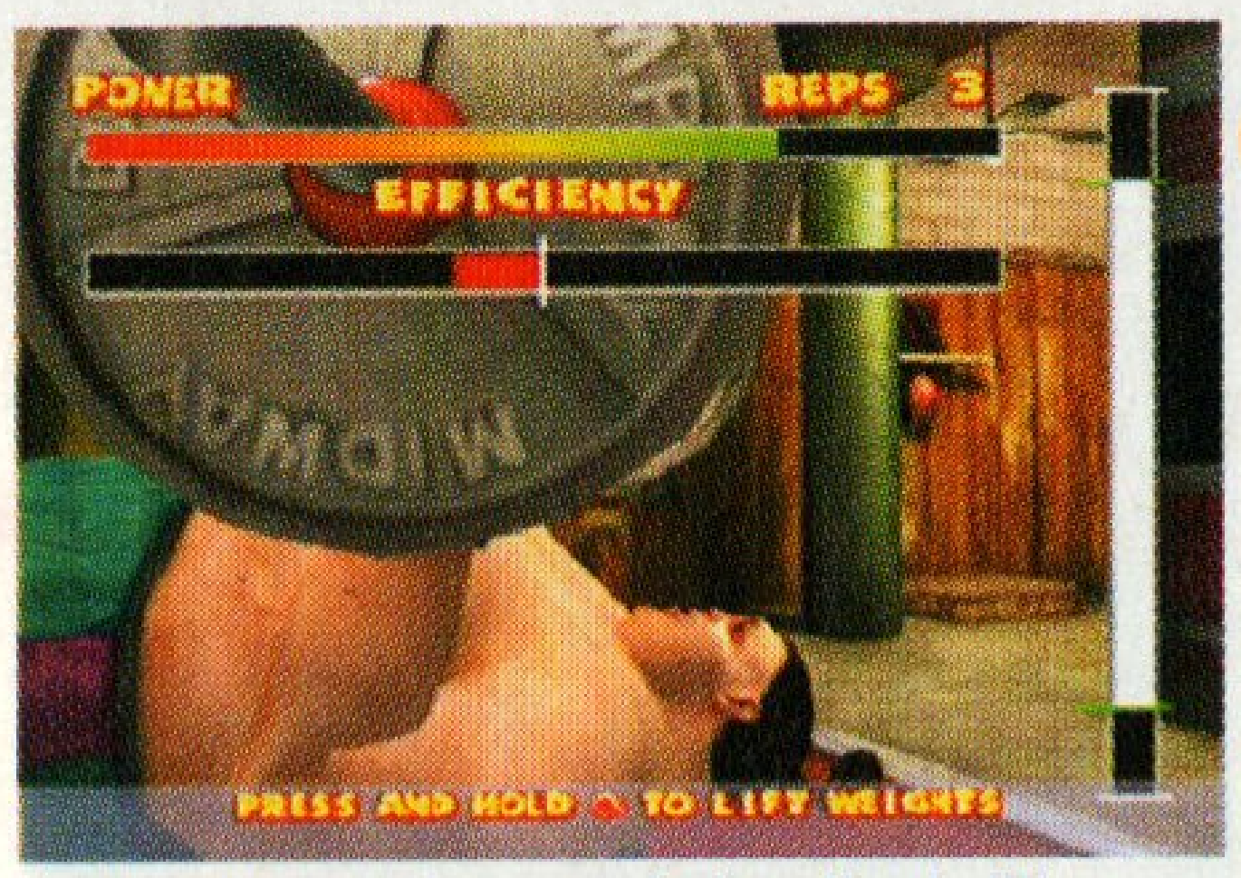
If you've got little energy the best bet is to run! It won't get you much respect but it could win you the fight – survive till the end of the round and your energy will be replenished.



▲ One more punch and you'll be knocked to the canvas like the out-of-shape ham 'n' egger you really are.

▲ A new round rewards both fighters with some extra energy.

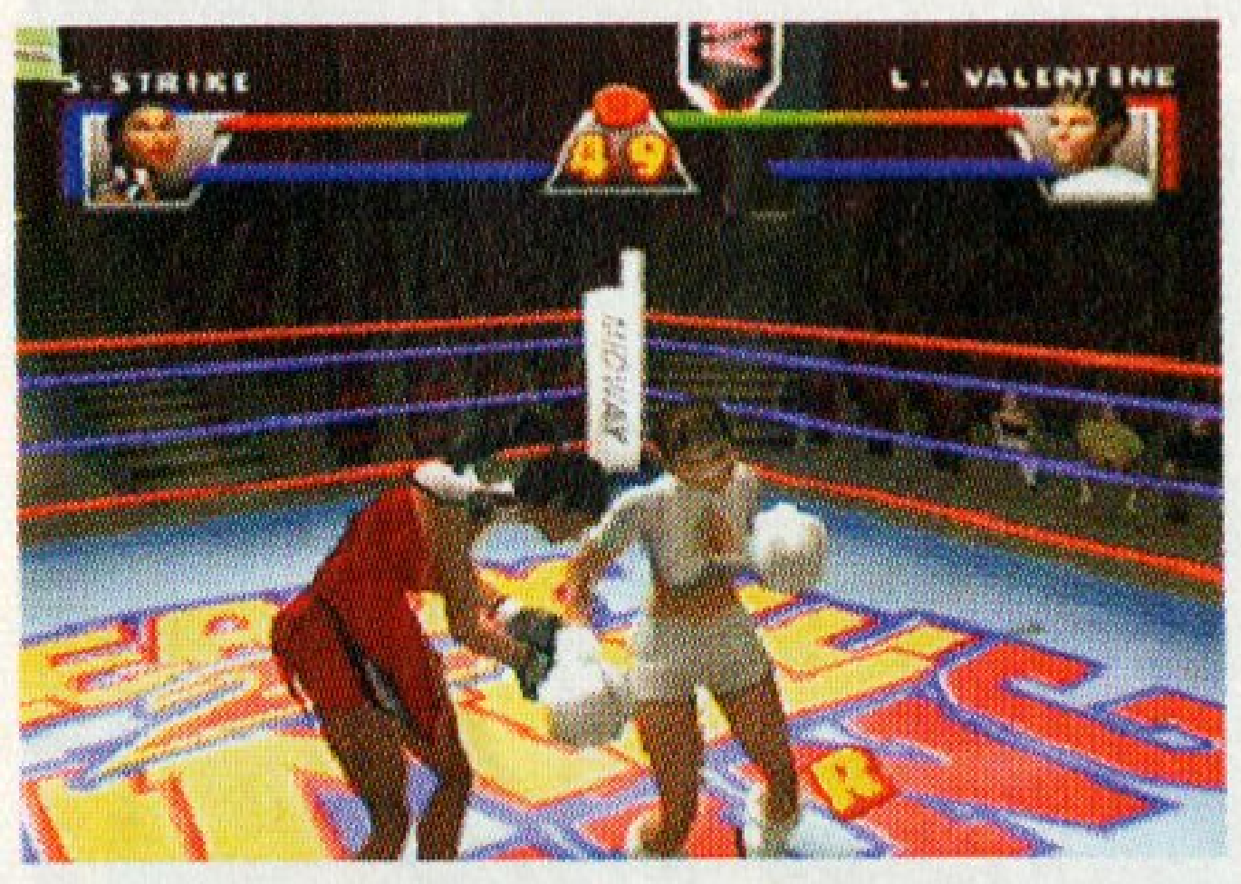
◄ With only nine seconds left you should easily last till the end of the round.



▲ Heading to the gym is hardly thrilling but it can be very useful...

A. THUNDER
S. STRIKE

▲ A friendly game of Twister quickly gets out of hand and rapidly leads to tears.



> "IT COULDN'T BE MUCH MORE FUN, EVEN IF IT HAD A HYPODERMIC FILLED WITH PROZAC RAMMED WHERE THE SUN DON'T SHINE."

by throwing a few wild haymakers, if you're to get any further you'll need to master the art of jabbing, body shots, special moves, ducking and dodging. If that makes *Ready 2 Rumble* sound like a bit of a chore, it's not.

PUNCHY

The boxers, for starters, must rank as the most comical selection of characters ever assembled on a single computer game. Their continual grunting, the way they move around the ring, those ridiculous haircuts, the way they stagger before tumbling to the mat... even their *stances* are all ridiculous and hilarious.

Each character has their own unique style which means that each one requires slightly different tactics when either controlling or opposing them. For instance, Butcher Brown is powerful but unsophisticated, while108-year-old Big Willy Johnson (for it is he) comes from the old-fashioned school of hard knocks and Afro Thunder (my personal fave) is lacking in strength but makes up for it with speed, dexterity and sheer *panache*.

The beat-em-up-style Arcade mode allows for quick-start punch-ups for one or two players. The two-player game is particularly good and is easily a match for the best multi-player modes in other fighters. For a single player though, the Championship mode is most definitely where it's at. The fights themselves are exactly the same as those in the Arcade mode but as well as title fights you are also concerned with guiding fighters' careers.

CHAMPION

You begin with a stable of three pugilists, each ranked at the bottom of the bronze class. Each boxer has 20 fights, which you have to carefully balance between prize and title fights, to work their way to the top spot in their current class. Become champion of your class and extra characters will be opened up, allowing you to expand your stable and move on to the next class in your quest to become champion of the world!

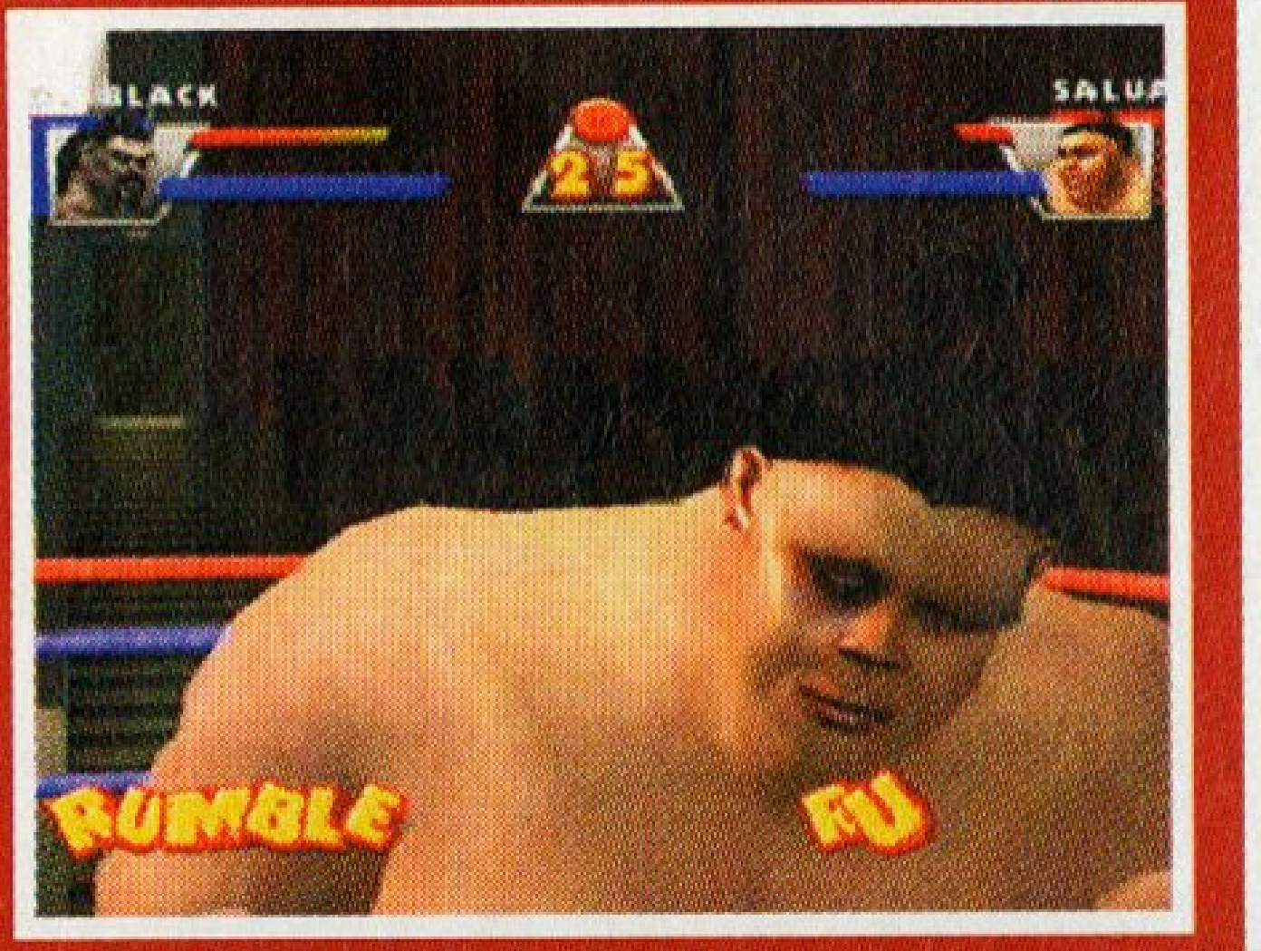
As you'll quickly learn though, entering title fights is a costly business, so in order to balance the books you'll have to enter prize fights. They don't allow you to move up the rankings but *do* pay very well.

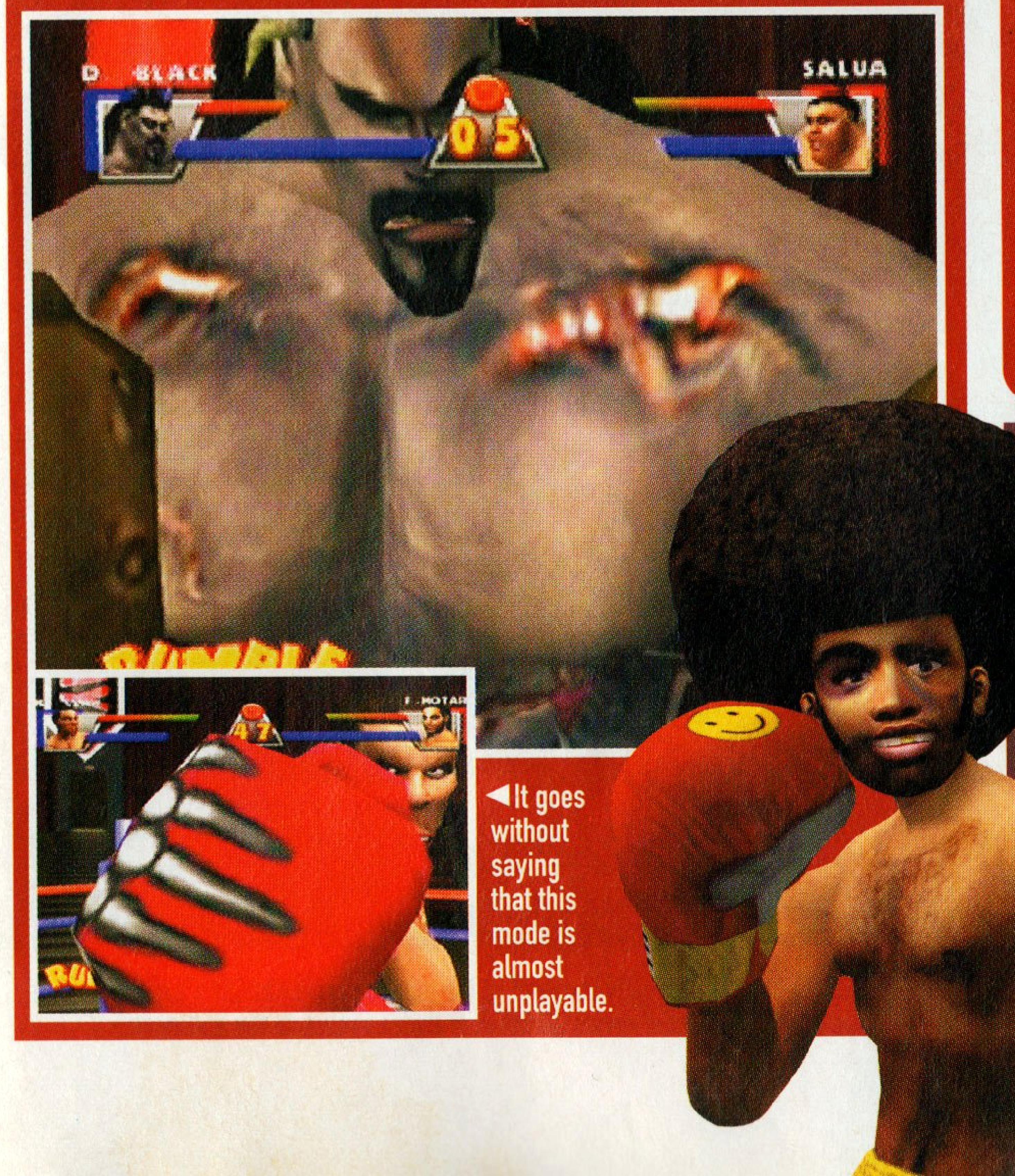
Ready 2 Rumble's only major fault is the balance of fisticuffs with strategy. While it's difficult to fault the actual fighting, the planning side of the game is rather shallow and requires more depth.

And while hardened beat-em-up addicts may be disappointed, for a generous serving of arcade fun, you can't go far wrong with this...

3 MY LIFE WAS A JAB!

The array of camera angles on offer includes a truly bizarre first-person perspective. Great for recreating those 'up close and personal' Raging Bull moments. Very odd in the player vs player fights though, resulting in them becoming practically unplayable.

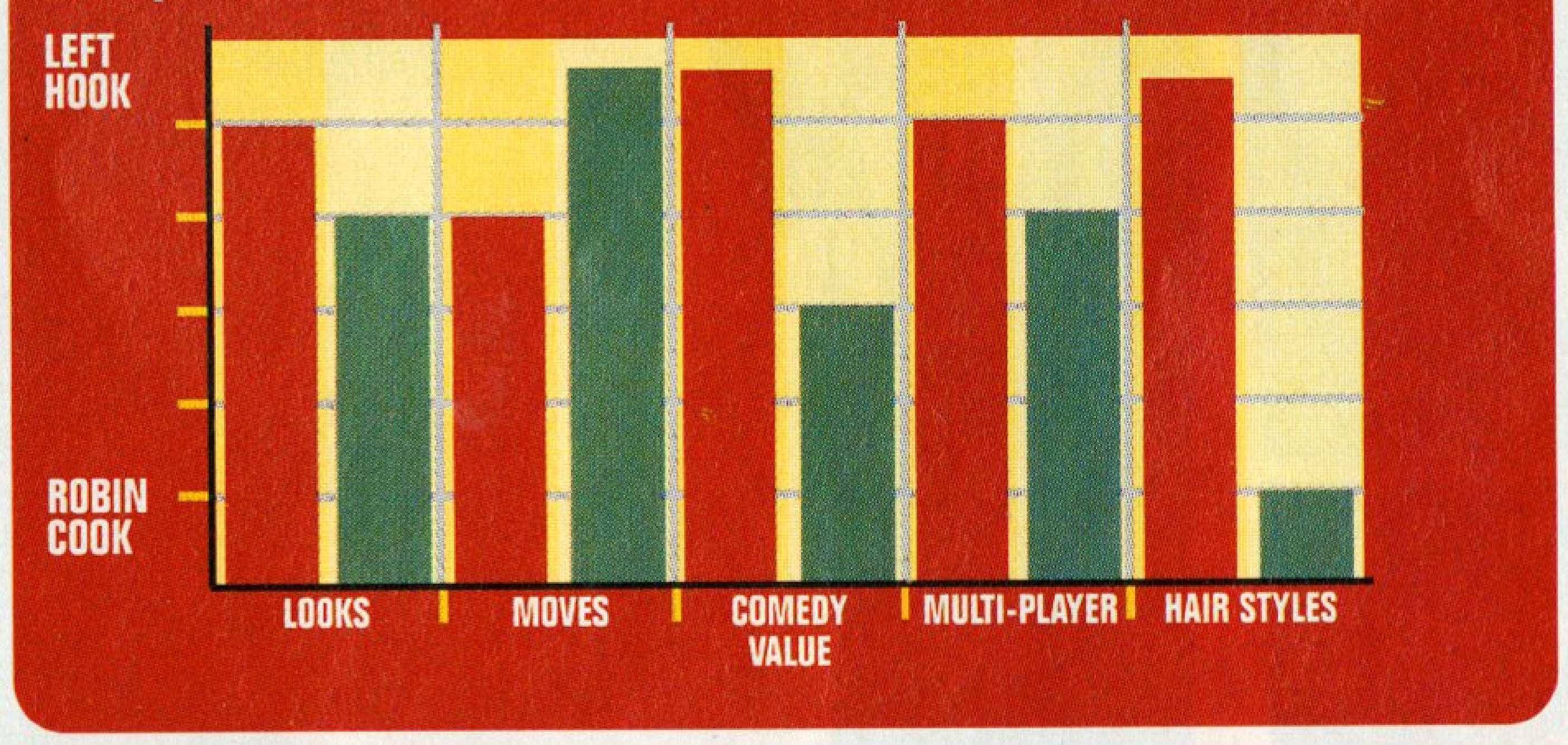




◄ It goes without saying that this mode is almost unplayable.

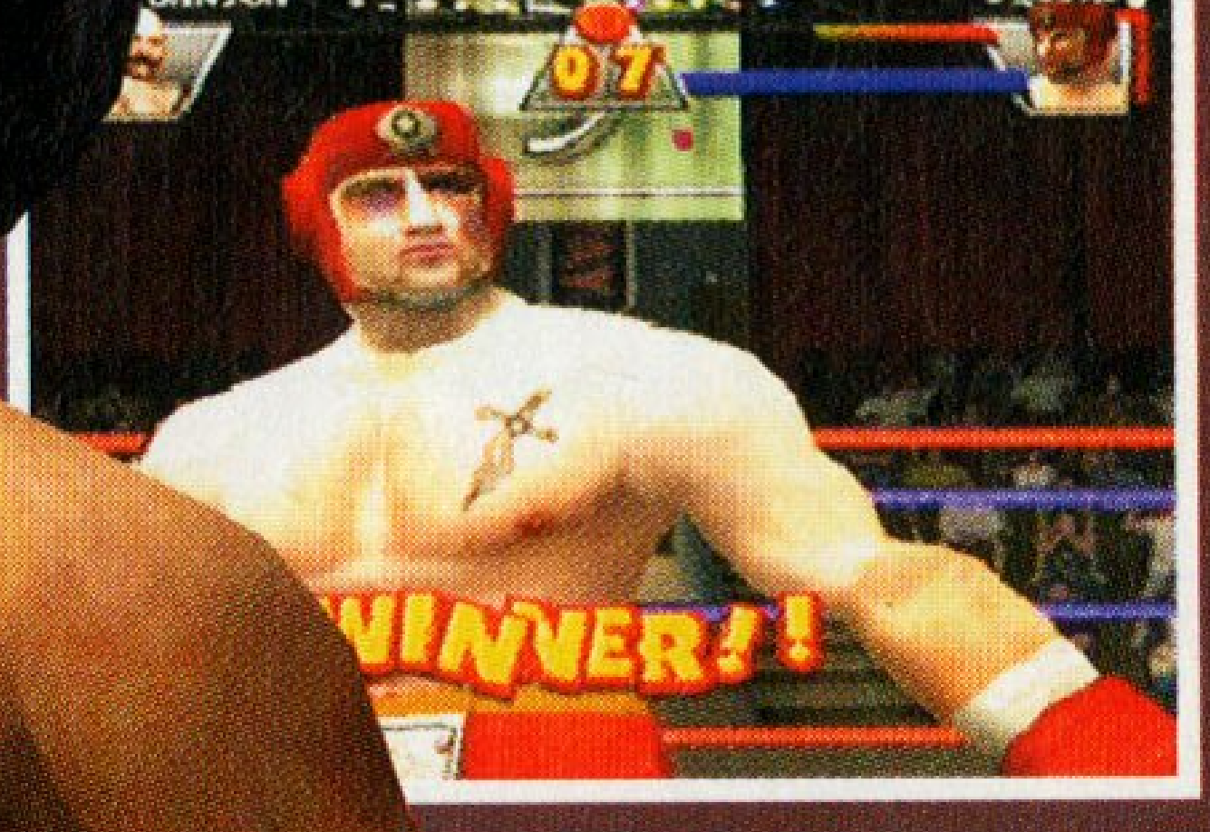
CATCH A CHICKEN ROCKY...

Fisticuffs or wrasslin' – what's better? Find out as we put *Ready 2 Rumble* head-to-head with *WWF Attitude*...

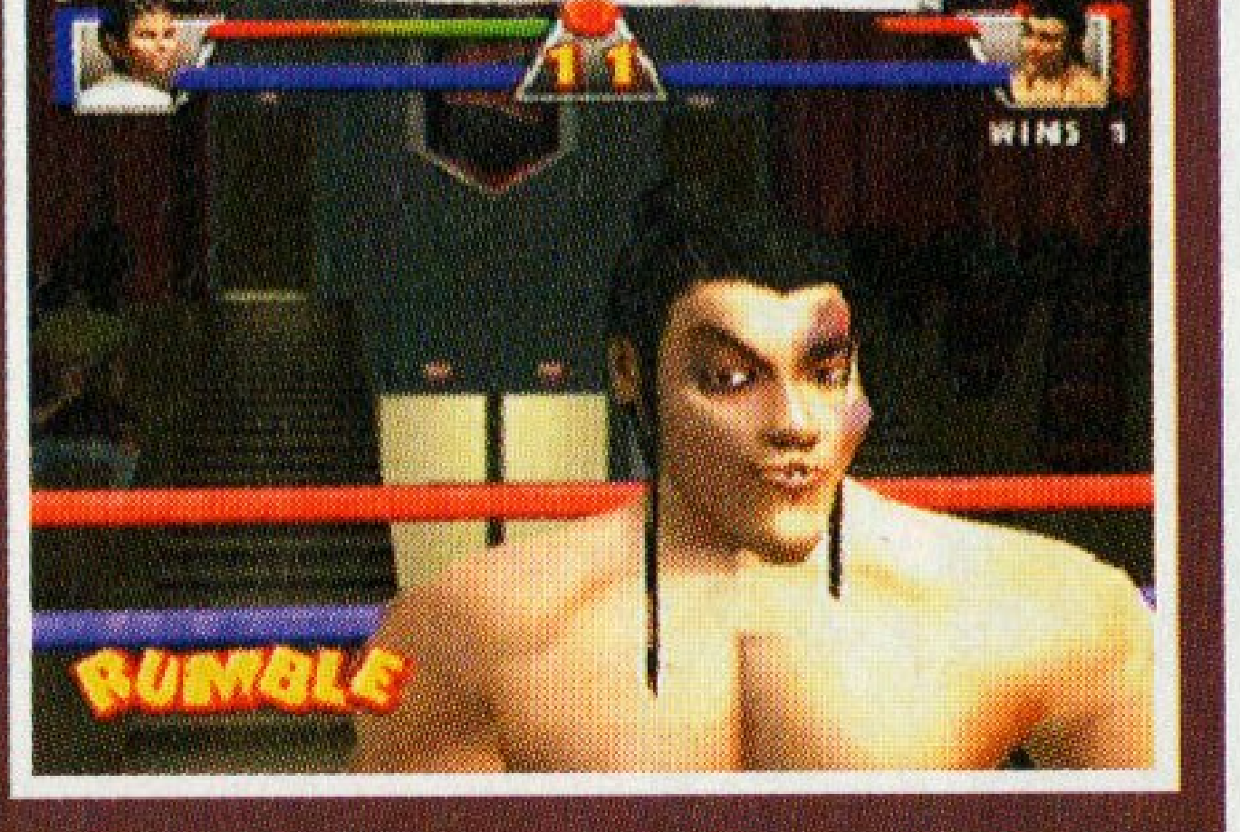


4 BLACK & BLUE!

The longer fights last, the more damage can be seen on the fighters. You should have seen the other guy...



▲ Even the winners take a right old pasting.



▲ Oooh missus, what a nasty bruise that is. You really ought to get it seen to.

JUDGEMENT

PRESENTATION

Cartoony yet crisp visuals, lush animations, great sound effects and a very tasty front end.

GAMEPLAY

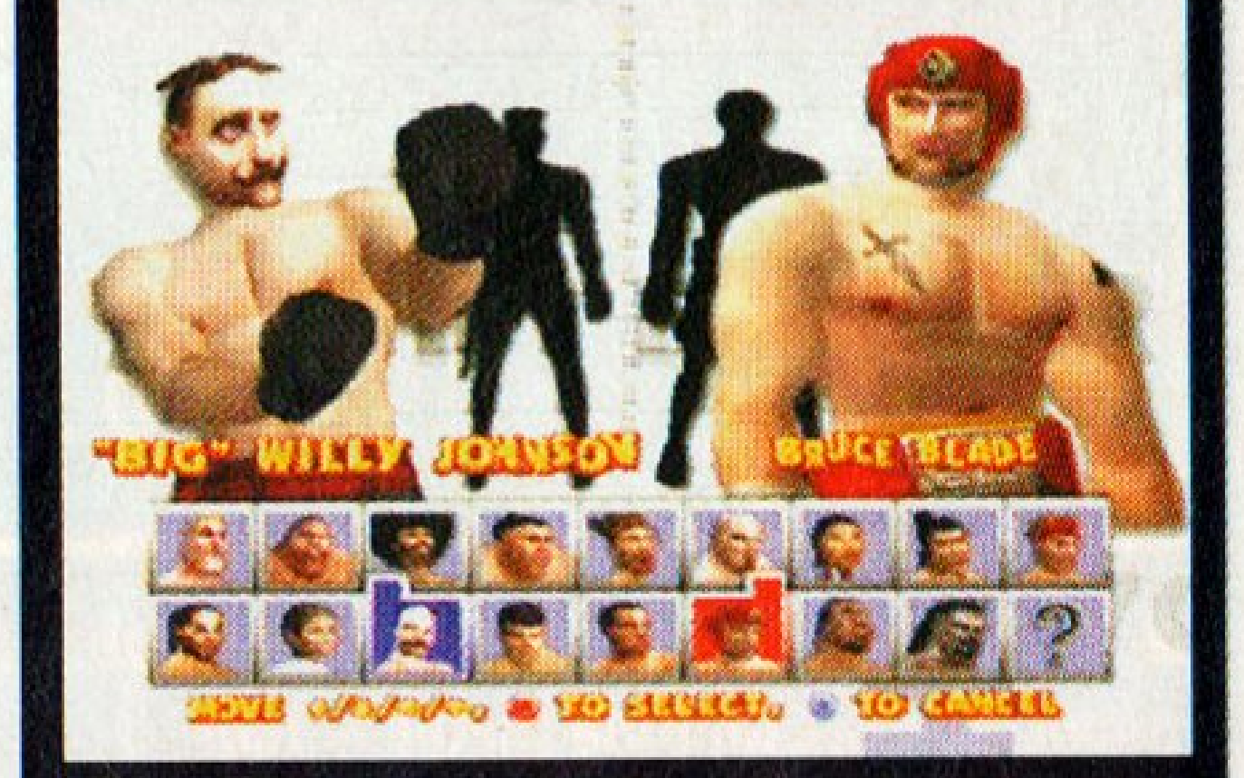
Intuitive controls and a smart learning curve mean that fisticuffs has rarely been so entertaining.

LIFESPAN

It won't take long to master the Championship but the two-player mode will keep you going for ages.

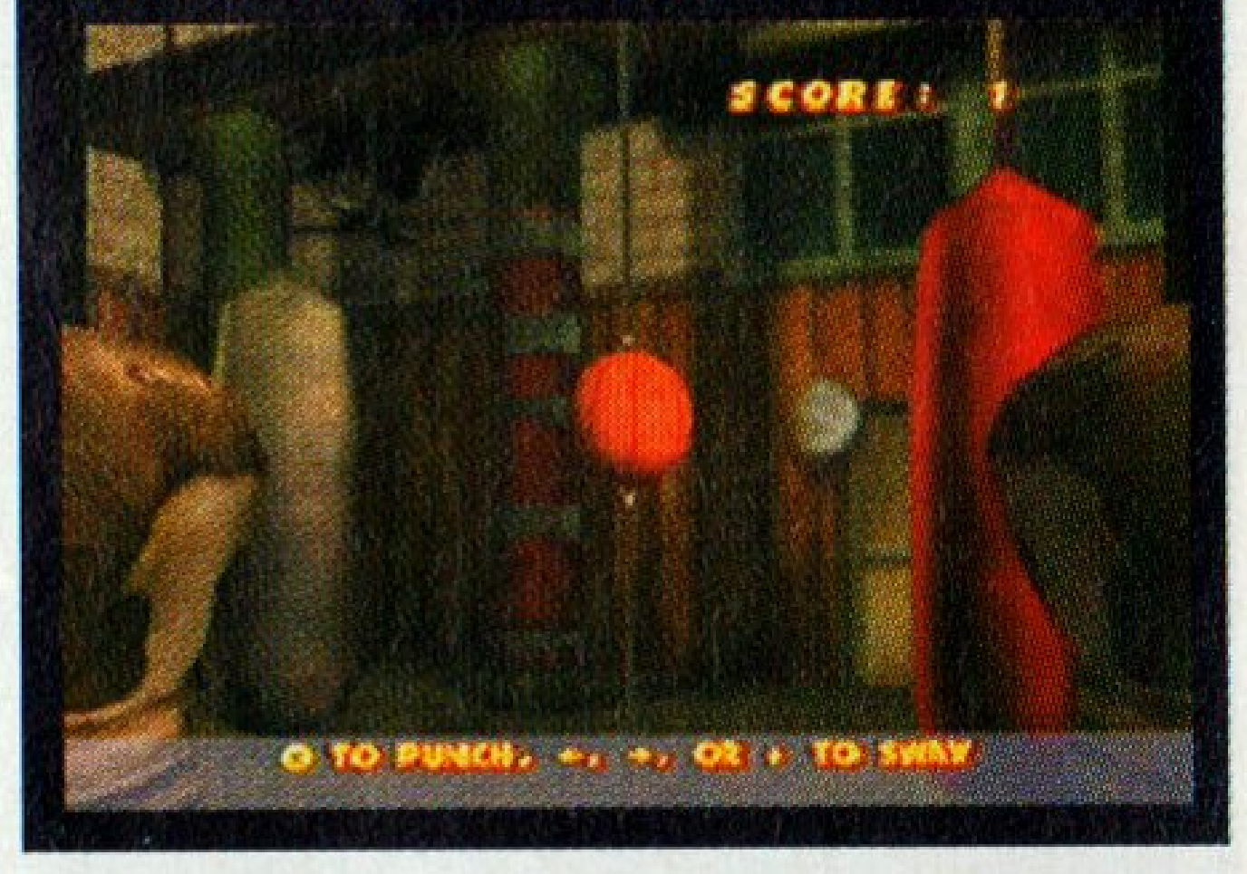
THE BEST BIT

Having a big punch-up with a mate in the multi-player. You'll laugh, you'll cry, you'll go back for more.



THE WORST BIT

The training mini-games in the Championship mode are all rather basic and charmless.



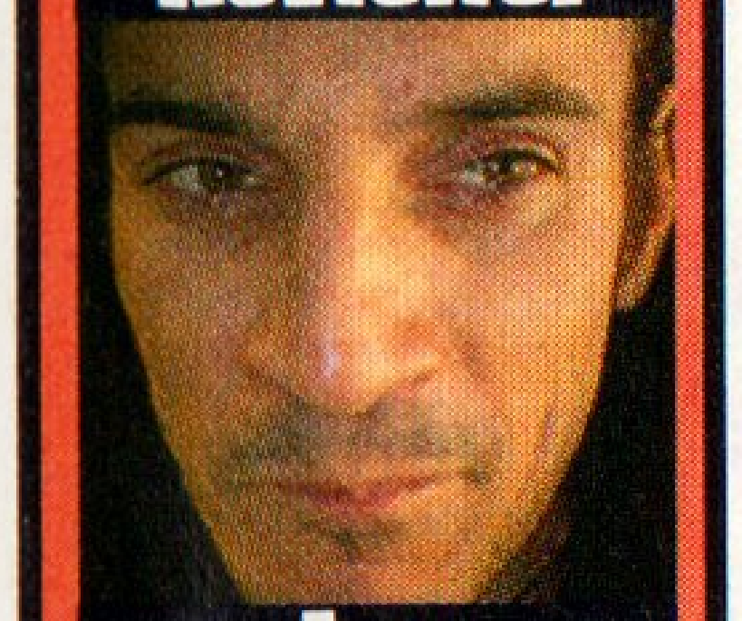
A fantastically enjoyable arcade boxer that requires virtually no knowledge of 'The Sport of Kings' for you to get into it.

87%

If you like this...
Well, there's nowt similar on the DC though you may want to try *Knockout Kings* on the PSX.

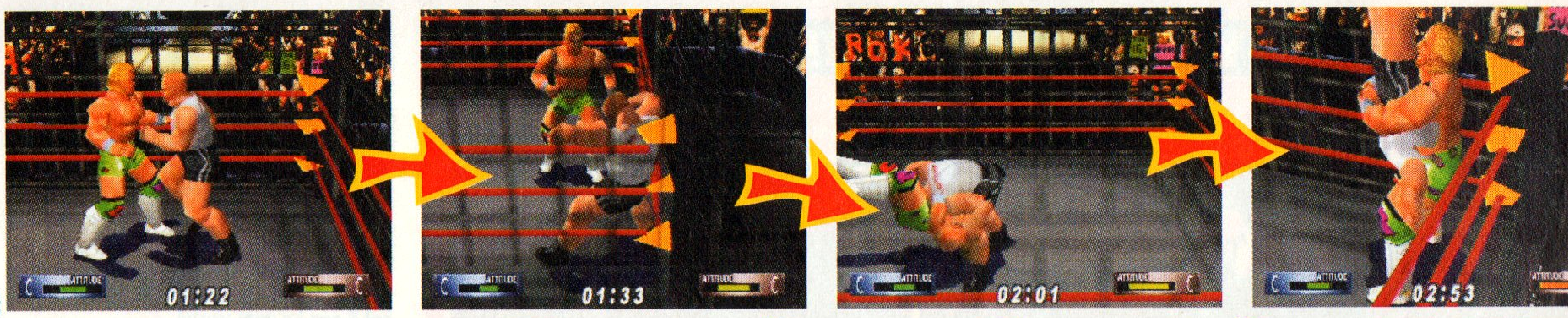
DATA▸ FORMAT REVIEWED: N64 PRICE: £40 OUT: DECEMBER

Reviewer



Les Ellis

It's time to shake those moth balls out of your skin tights and scramble back onto the canvas for some serious pain. Yes the wrestling phoenix has risen once more!



WWF
WRESTLEMANIA 2000

Strewth! We've only just recovered from the bruising we got with *WWF Attitude* and already the next big thing in wrestling has arrived.

With the wrestling licenses currently changing hands faster than the WWF title, this outing from THQ would have been the next WCW game before they gained the much more popular WWF license. Let's face it, which would you rather have, a bunch of 40 year old WCW has-beens grunting on your screen or the youthful high-flyers and low-blowers of the WWF?

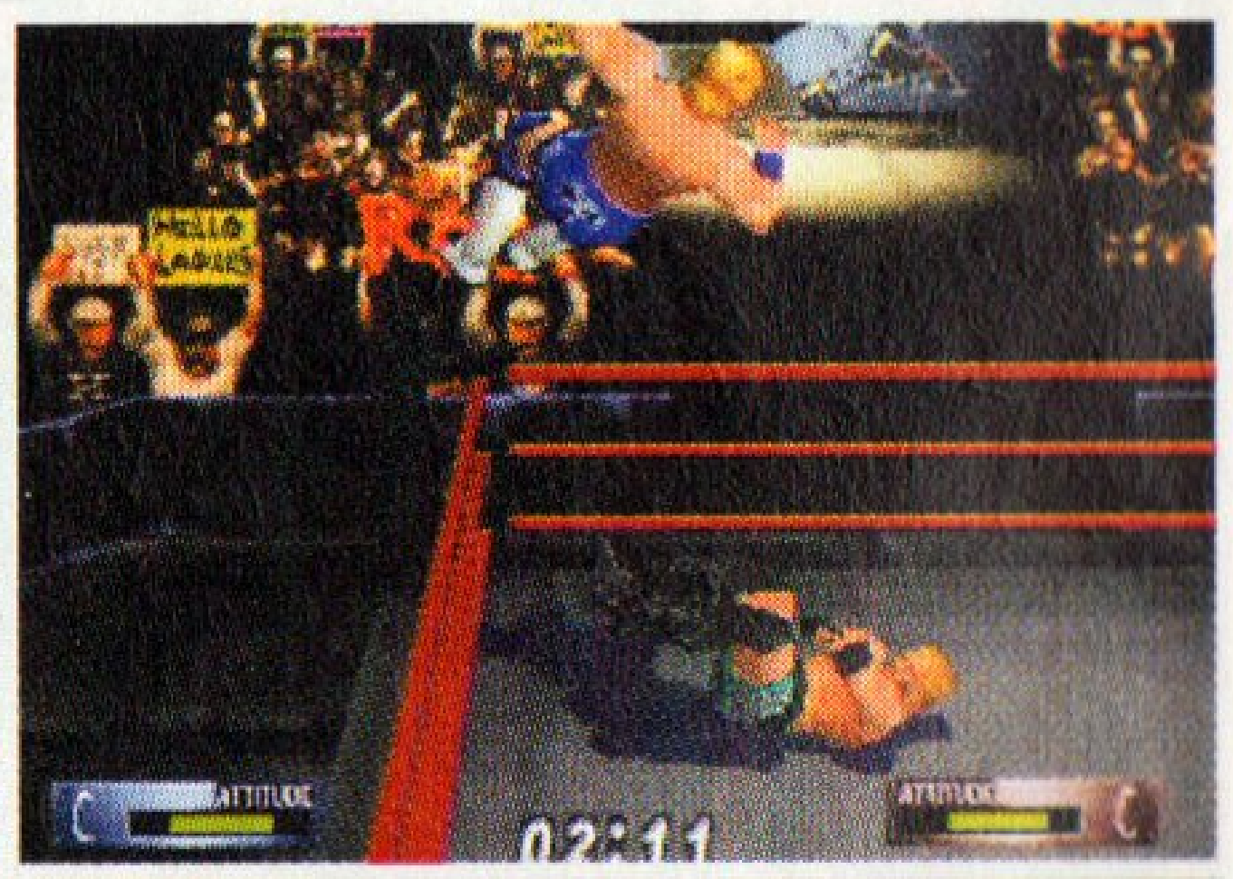
So first things first, how out of date is it? Well, they've managed to get Chris Jericho (the WWF's best signing for years) in there, although bizarrely enough, changes made before the Y2J made his appearance haven't been included in the game. Edge and Christian still come out to the old Brood/Gangrel music and numerous characters have old costumes, music and good/bad allegiances. Oh, and since when has the Corporate Ministry been a part of the WWF? Not for ages. When a game is going to sell loads of copies on the popularity of the WWF characters, it'd be nice if they got them right. (Sigh.)

SiMPLiCiTY!

At least with *Attitude* and *Warzone* (the two Acclaim produced predecessors to *WWFW2K*) you knew you were getting a challenge. It seems that in this one you can beat just about anyone in a few minutes flat – something even the creative talents at the WWF would have problems getting over with the crowd. Or maybe it's just because there have been too many wrestling games during the last few months, and only *Attitude* tried to do new stuff.

SHOWMANSHiP

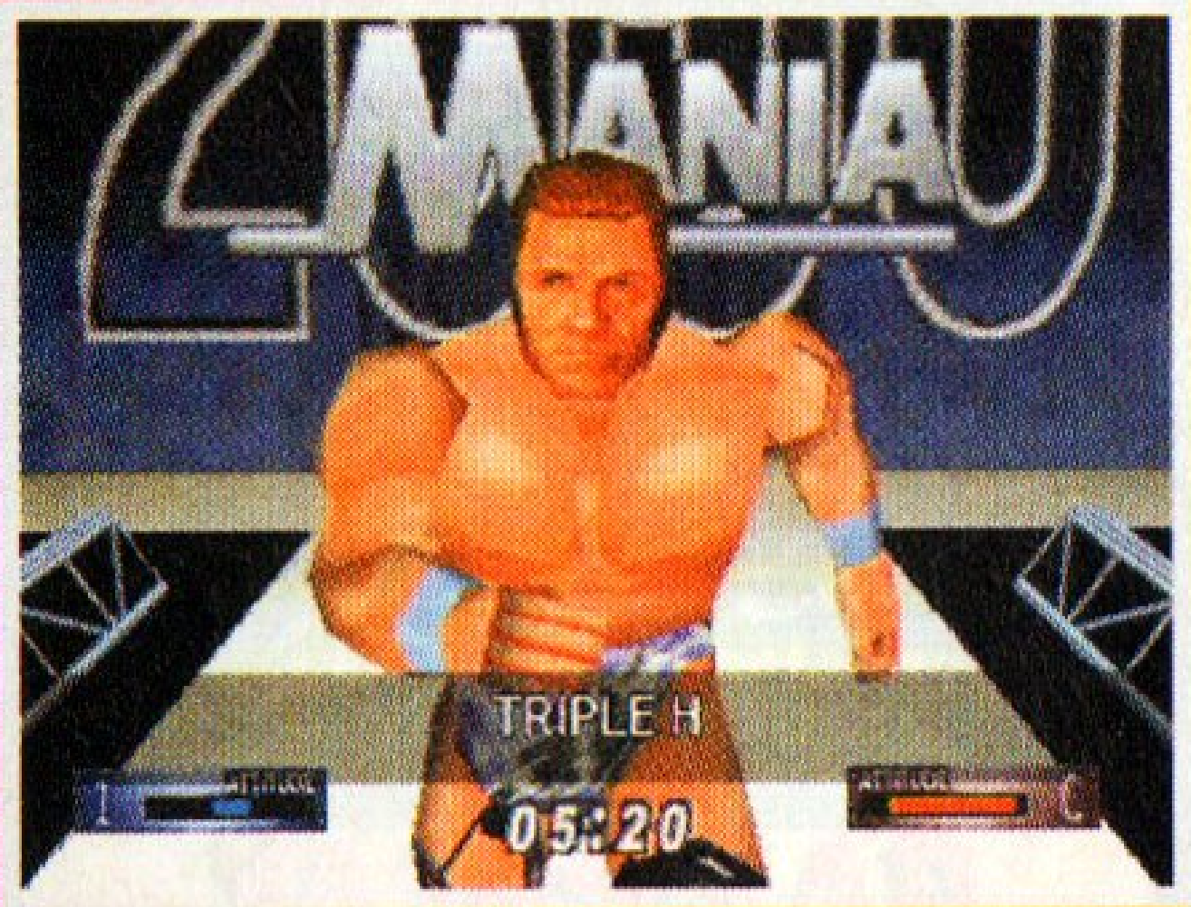
But enough bitching, wrestling games are great, especially ones about the WWF, so let's take a look at what's on offer in THQ's debut in the arena.



▲ Test (who is currently involved in the most pathetic storyline ever, marrying the boss's daughter) shows off his new dance moves to the audience.

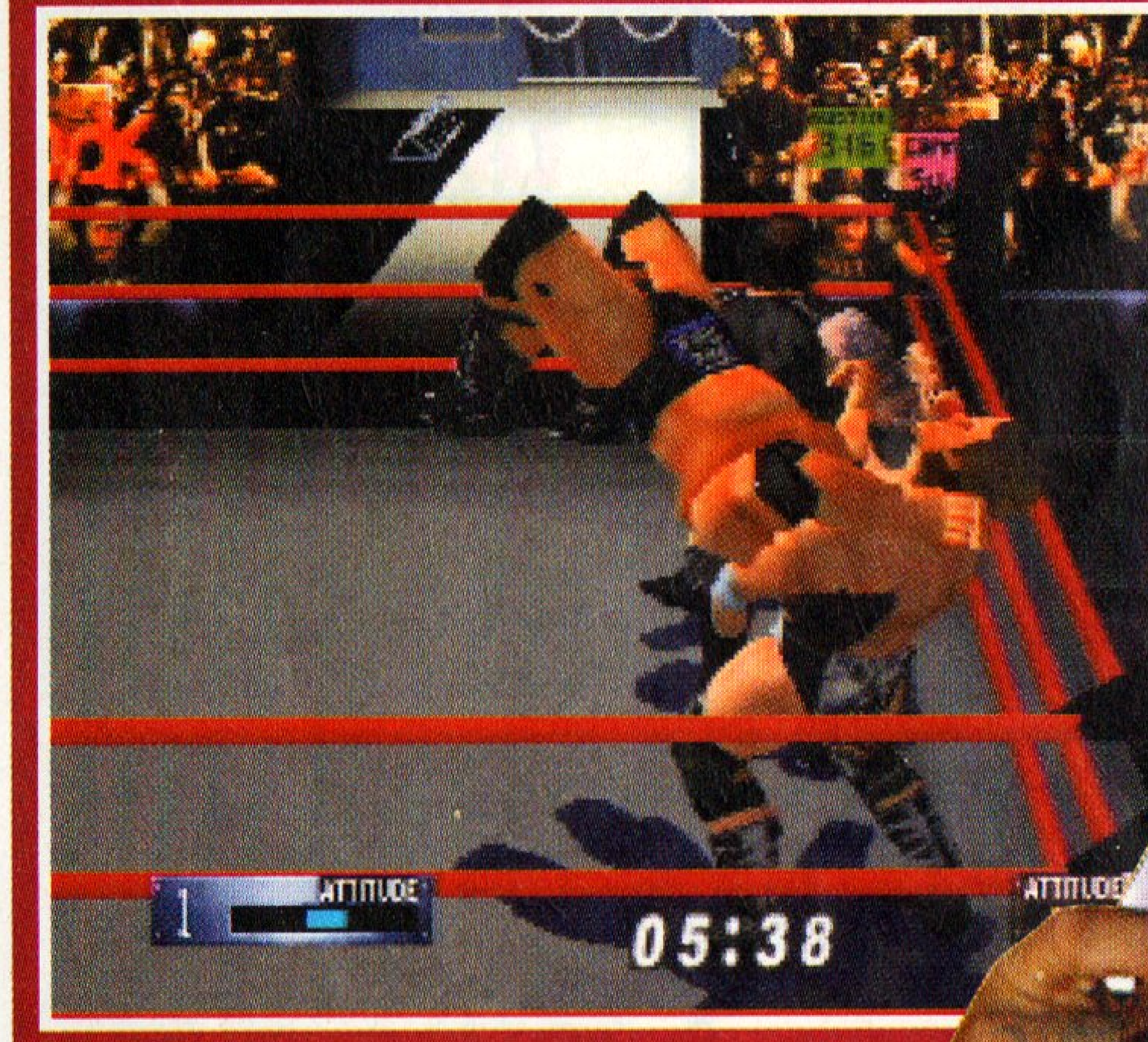
1 iNTERFERENCE!

Get a little cocky in one-player when you're pounding someone's face into the concrete and you may get an unpleasant visit from one of the boys at the back...



▲ Triple H is coming in to go after Stone Cold and help out The Rock.

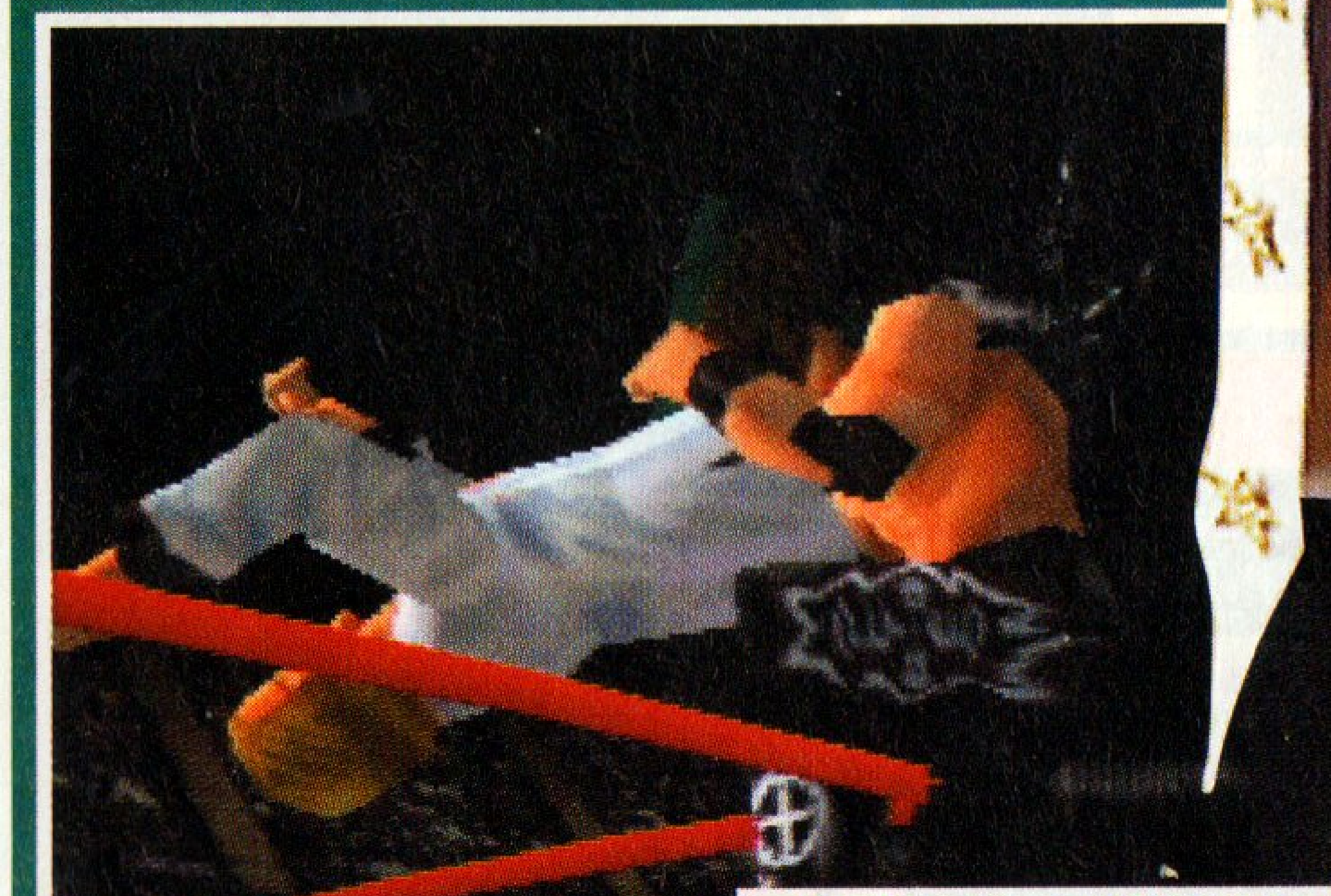
▲ But wait, the Undertaker is there to even the odds, this is going crazy!



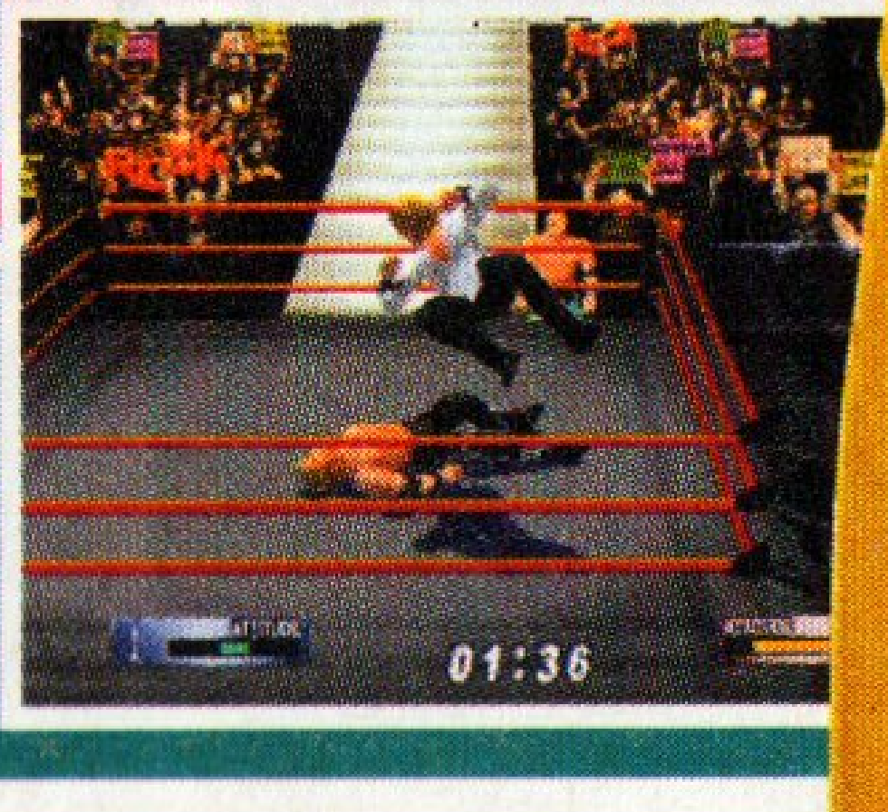
▲ Rock is going down for the three count after this move 'cos his Attitude meter is blue.

2 HiGH FLYeRS!

One advantage the WWF have over WCW, is that they still have young stars who can pull off big moves... like this. Let's see Hogan do this and keep his pacemaker, artificial hip and wig in place.

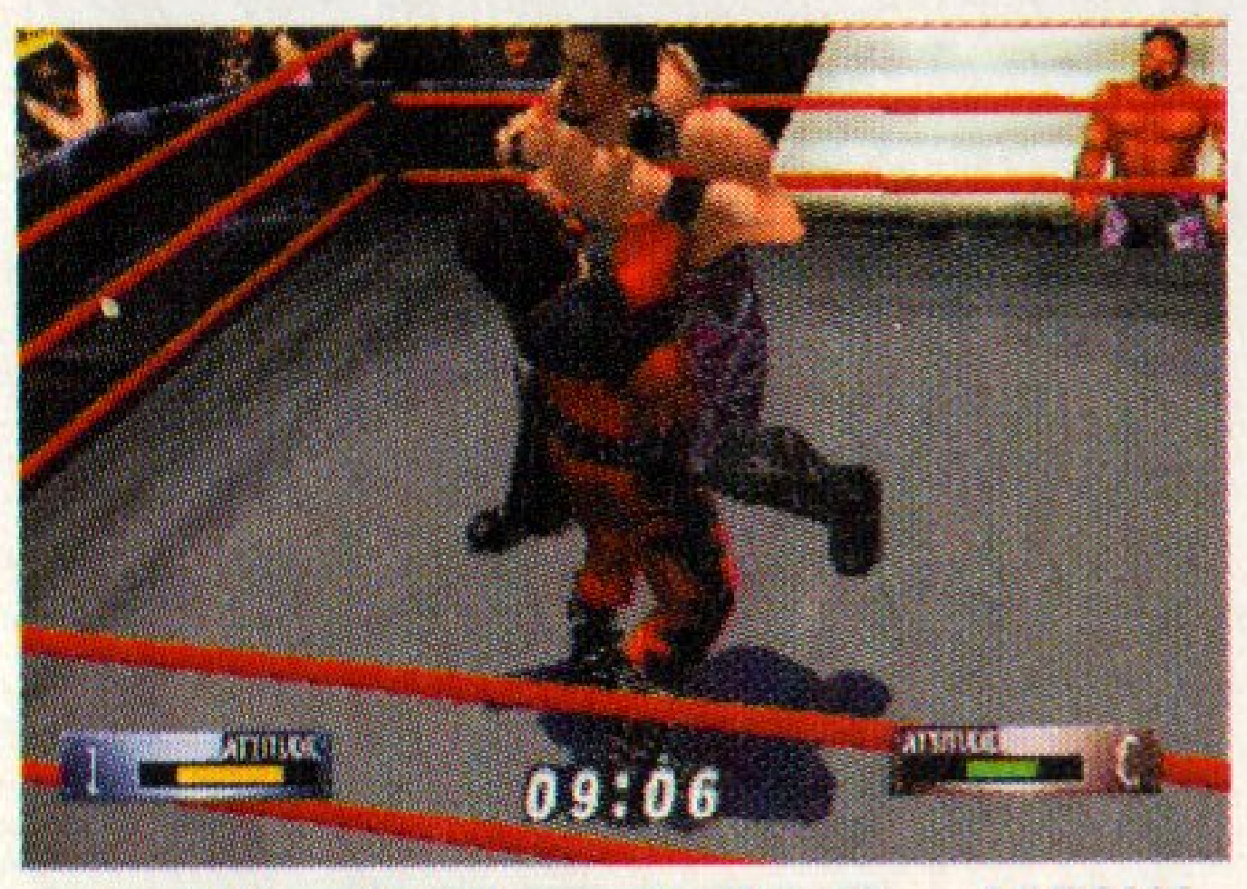


▲ A top turnbuckle Hurricanrana from Christian on Edge.

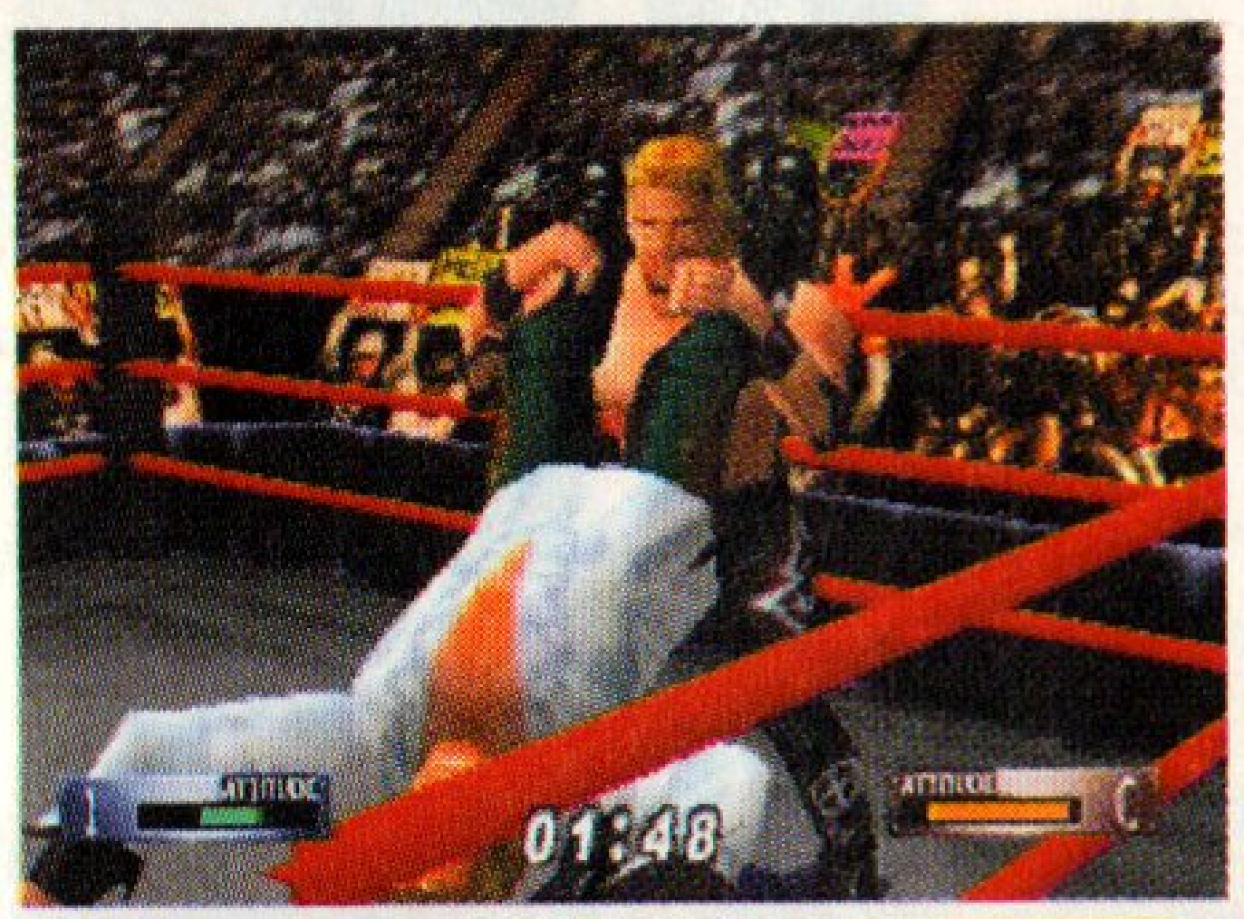


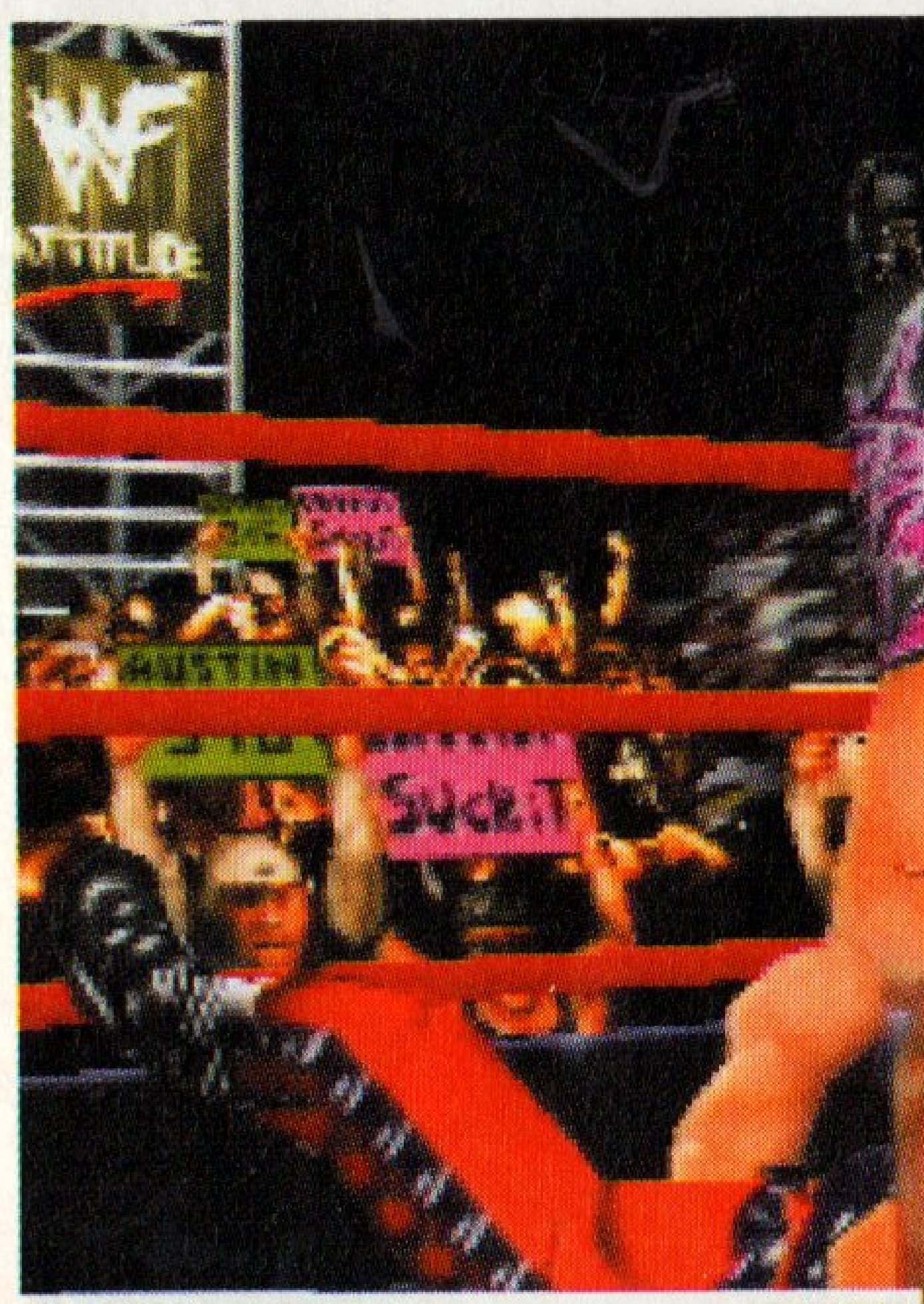
► He can jump half way across the ring from the top rope.

DEVELOPER: THQ
PUBLISHER: THQ
CALL: 01372 745 222
PLAYERS: 1-4
SPECIAL FEATURES: EXPANSION/RUMBLE PAKS
OTHER FORMATS: PSX



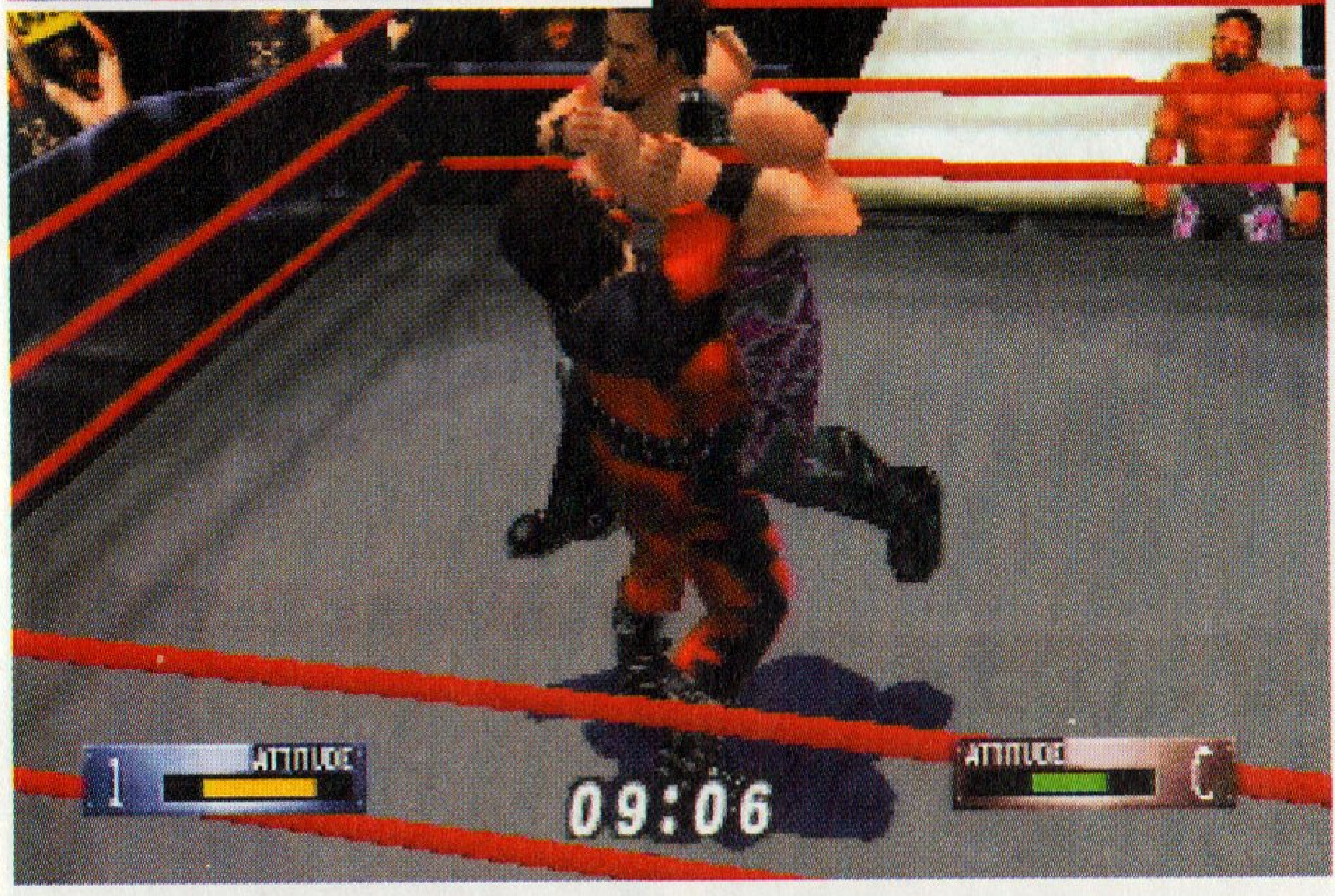
▲ Get the Attitude meter flashing SPECIAL to pull off your patented finisher.





▲ Hit the left shoulder button in a grapple on the turnbuckle to do this.

◀ Kane and the Undertaker share most of their moves, ain't that sweet.



Most of the *WWF*'s roster of characters are here and if you want one that isn't, or fancy putting some WCW deadbeat in the game, there's the create a wrestler mode for the more artistic of you to fiddle around with. Build your own guy and you can also give him the moves you like the best – neat touch.

MOVE iT

Get your guy (or guys, for you can do tag teams of course) in the ring and as soon as the bell rings you find the main difference between the THQ and Acclaim games. Accessing the moves. In *Warzone* and *Attitude* you had to use a complex series of button combinations to pull off combinations, just like *Tekken*.

In *WWFW2K*, most moves can be accessed by single button pushes with directions while the most sensational stuff is only a further single button press away. It's easier to play so basically you've no excuse for not tombstoning your mate's head through the canvas this time.

Graphically, this has just about got the edge on *Attitude* on the N64. It's smoother and more solid looking, especially when the multi-player action starts. So yes, all your favourite guys will look like their larger than life counterparts.

OPTiONS

Attitude's Career mode has been replaced by the Road to Wrestlemania, where you have to play through a year's worth of matches set up by the game to qualify for your big pay-per-view shot. You never know what's coming next – a tag team match on Raw or a cage match at a house show.

Of course, if you don't fancy taking your character through that kind of action you can just set up your own PPV, choose the name, location and match-ups you want to see. Line up Stone Cold vs The Rock and sit back to see how they'd play it out. The only thing you can't change is the result.

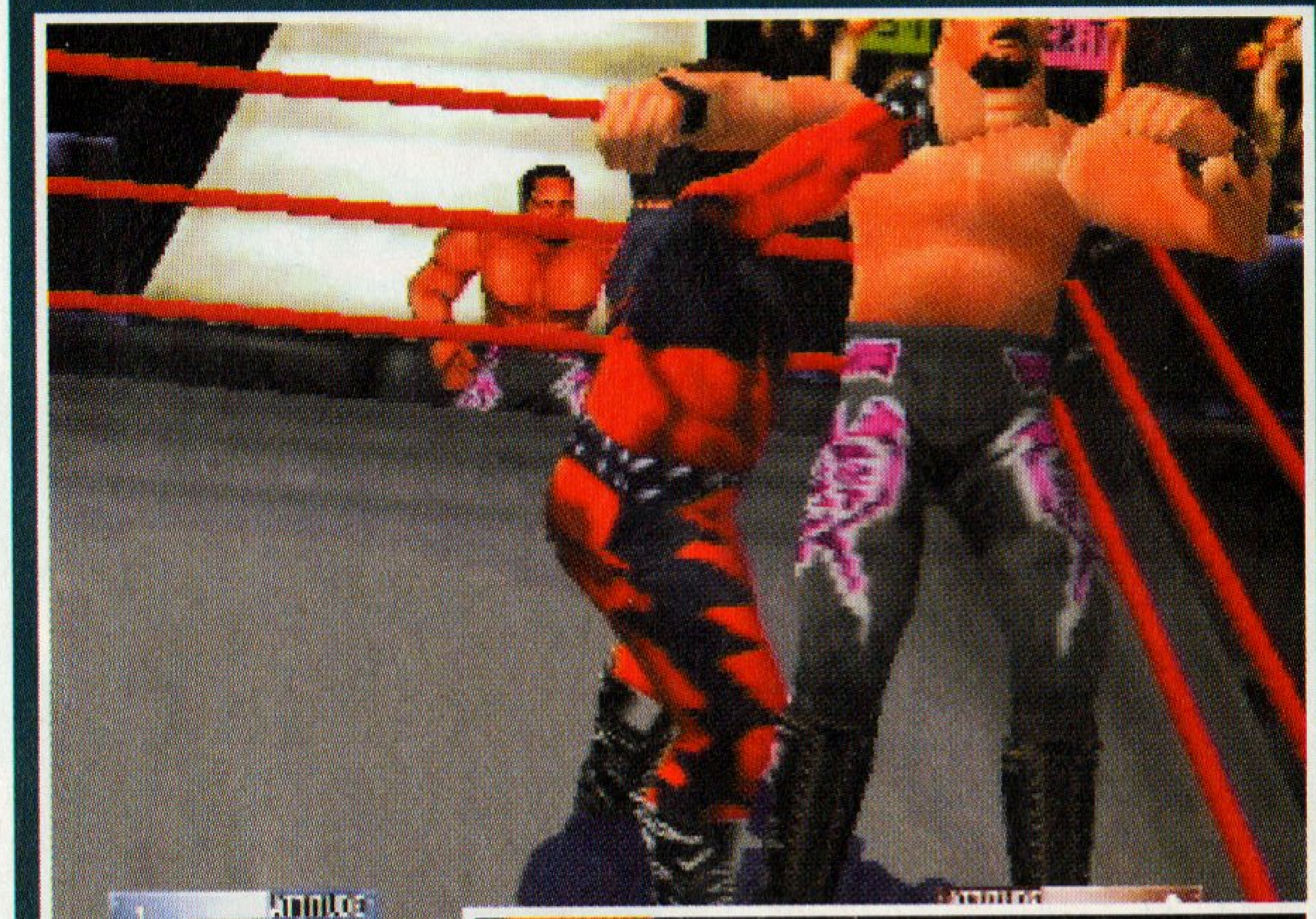
As if all that wasn't enough, the King of the Ring and Royal Rumble PPVs let you take part in two of the biggest events in the WWF calendar (without having to stay up until 1am to watch it live).

WHO WiNS?

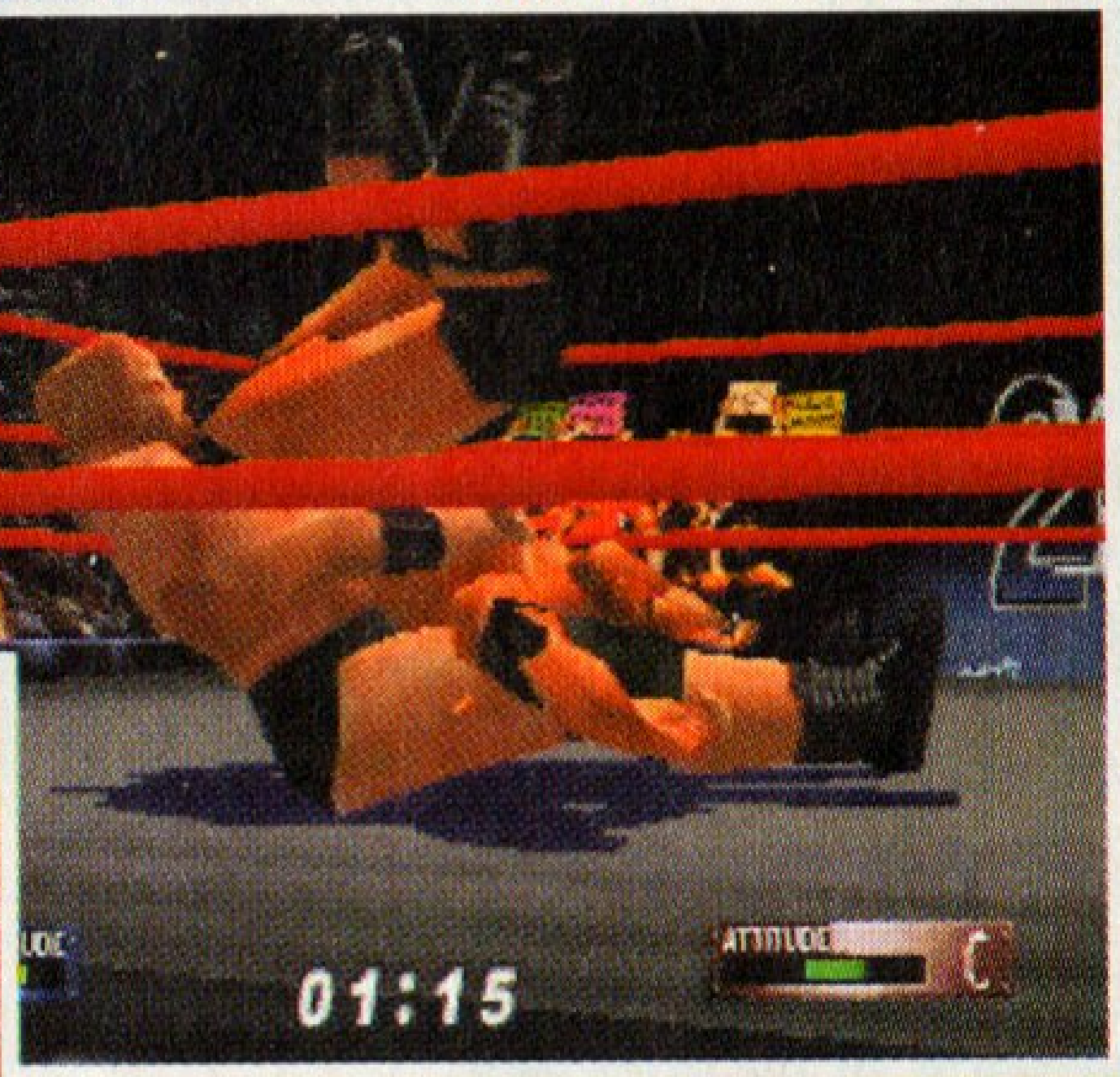
But of course the big question on everyone's lips is, "Is this better than *WWF Attitude*?" Well I could wuss out and say that it's definitely better than THQ's previous WCW efforts or EA's *WCW Mayhem*. Will that do? Nope, didn't think so. Oh you people are so demanding. It's easier to play,

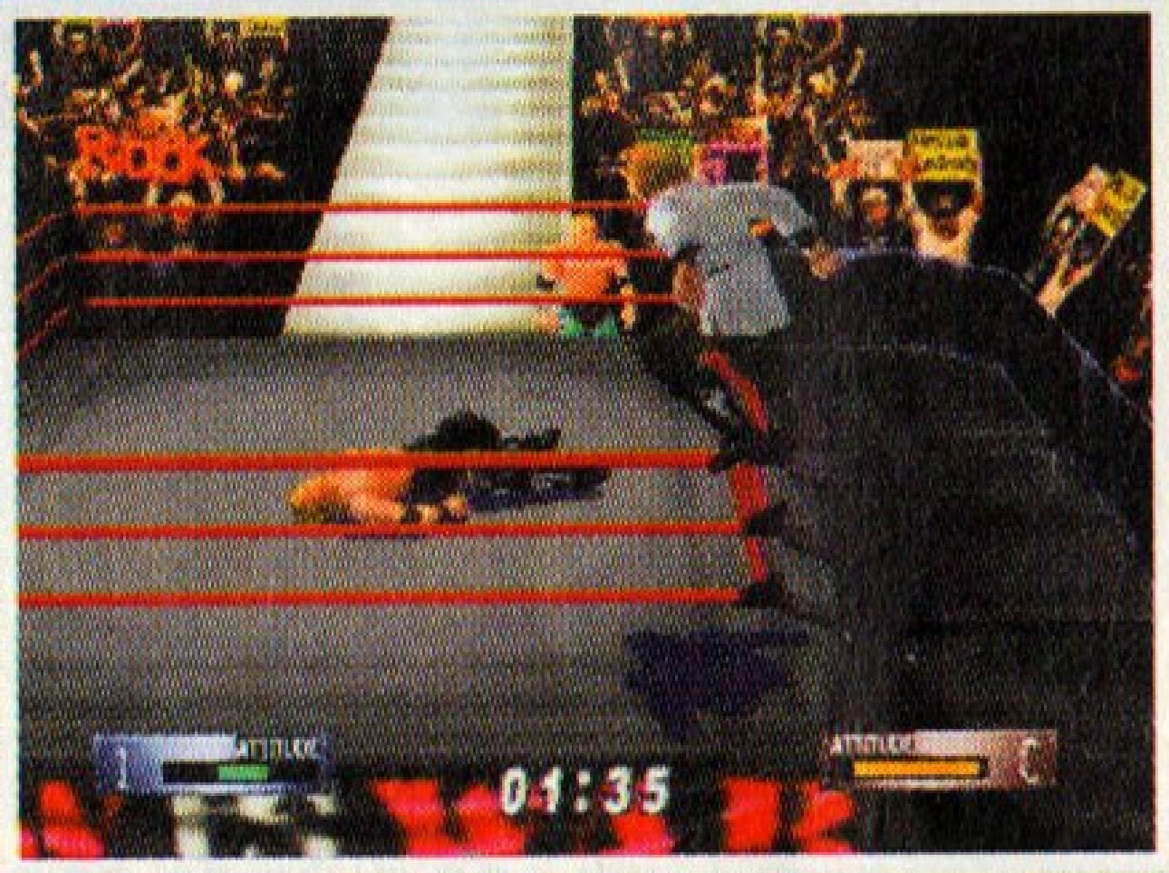
3 DON'T TRY THiS AT HOMe!

Over the last few months we've witnessed broken necks, torn groin muscles and even fatalities in the ring. So let's face it, if the pros get it wrong you stand absolutely no chance of pulling off a tombstone piledriver without seriously doing yourself, or your mates in the school yard, some harm. Sounds like a good reason not to try it to us. But here's some of the more painful looking moves you should try out in your padded room when no one's looking.

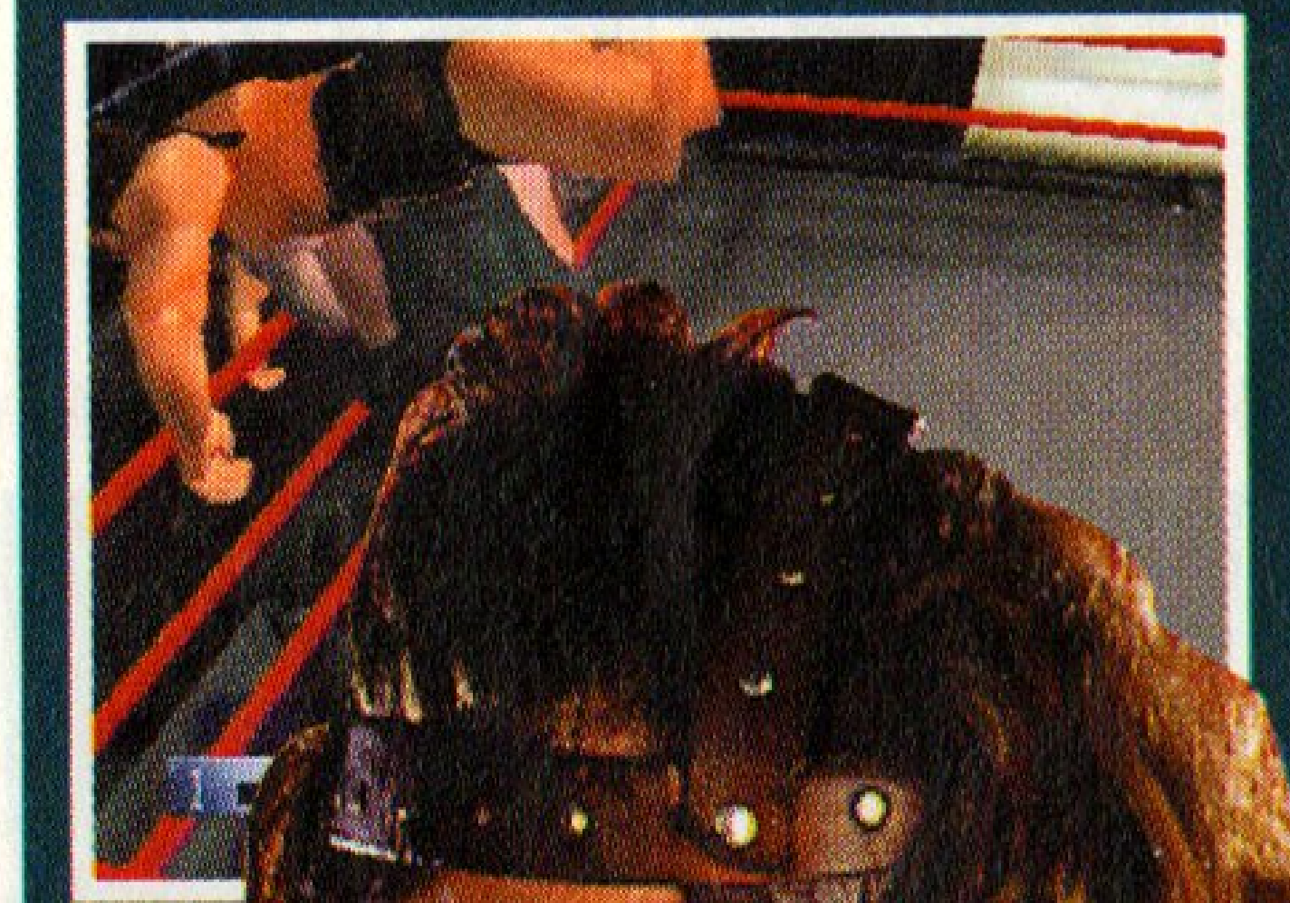


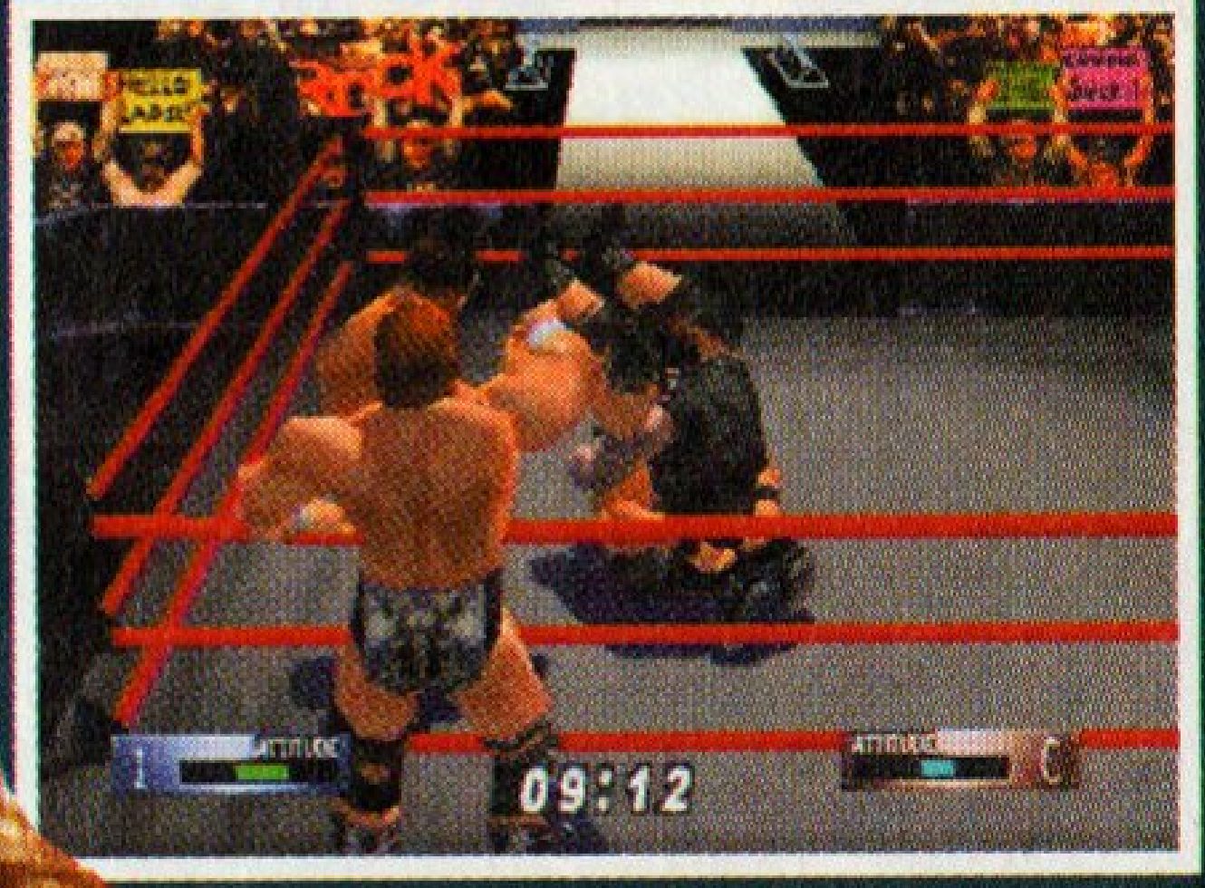
▲ Grab him gently by the throat, lift him off his feet, shake him and then drive him into the floor.



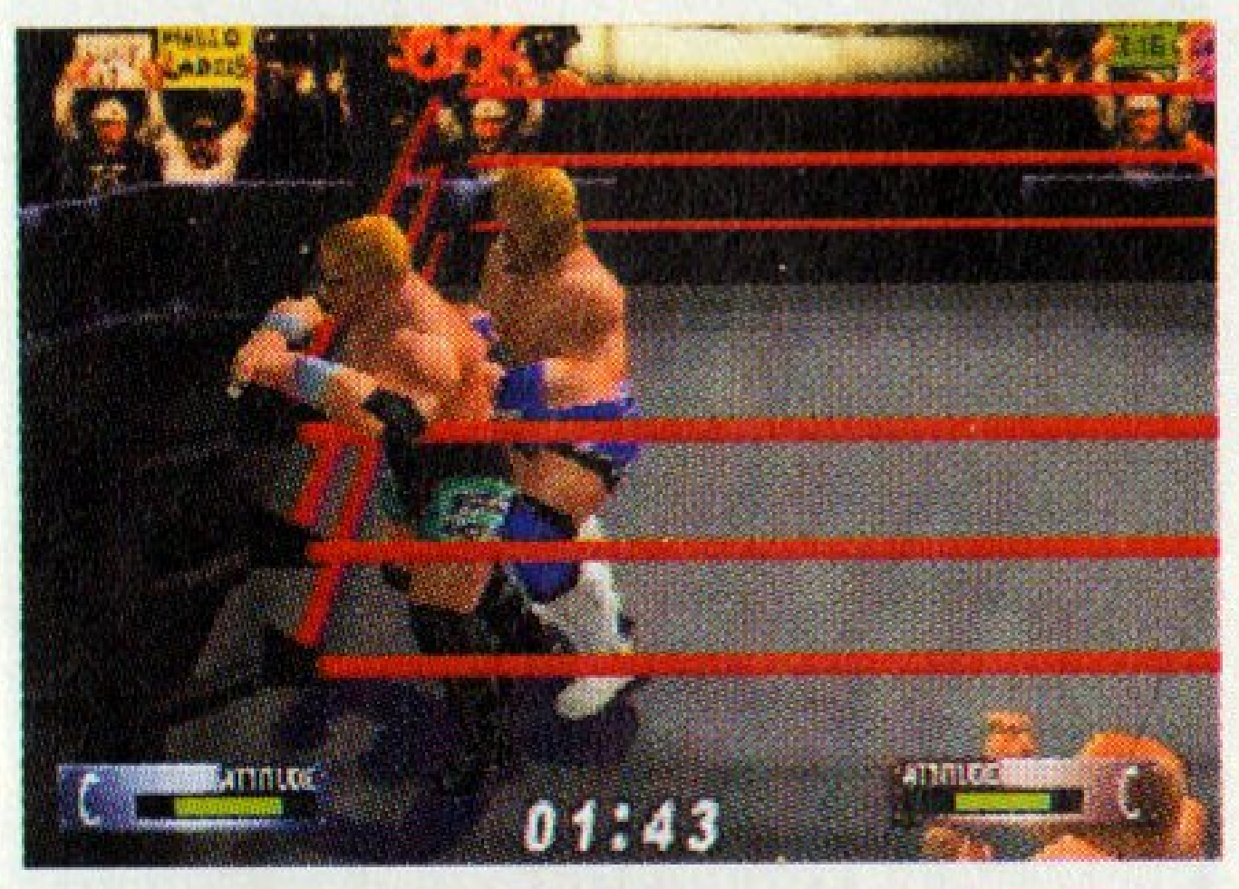


▲ Shove his head between your knees, lift his legs up and jump back, allowing the top of his head to hit the floor hard. This is how Stone Cold broke his neck.

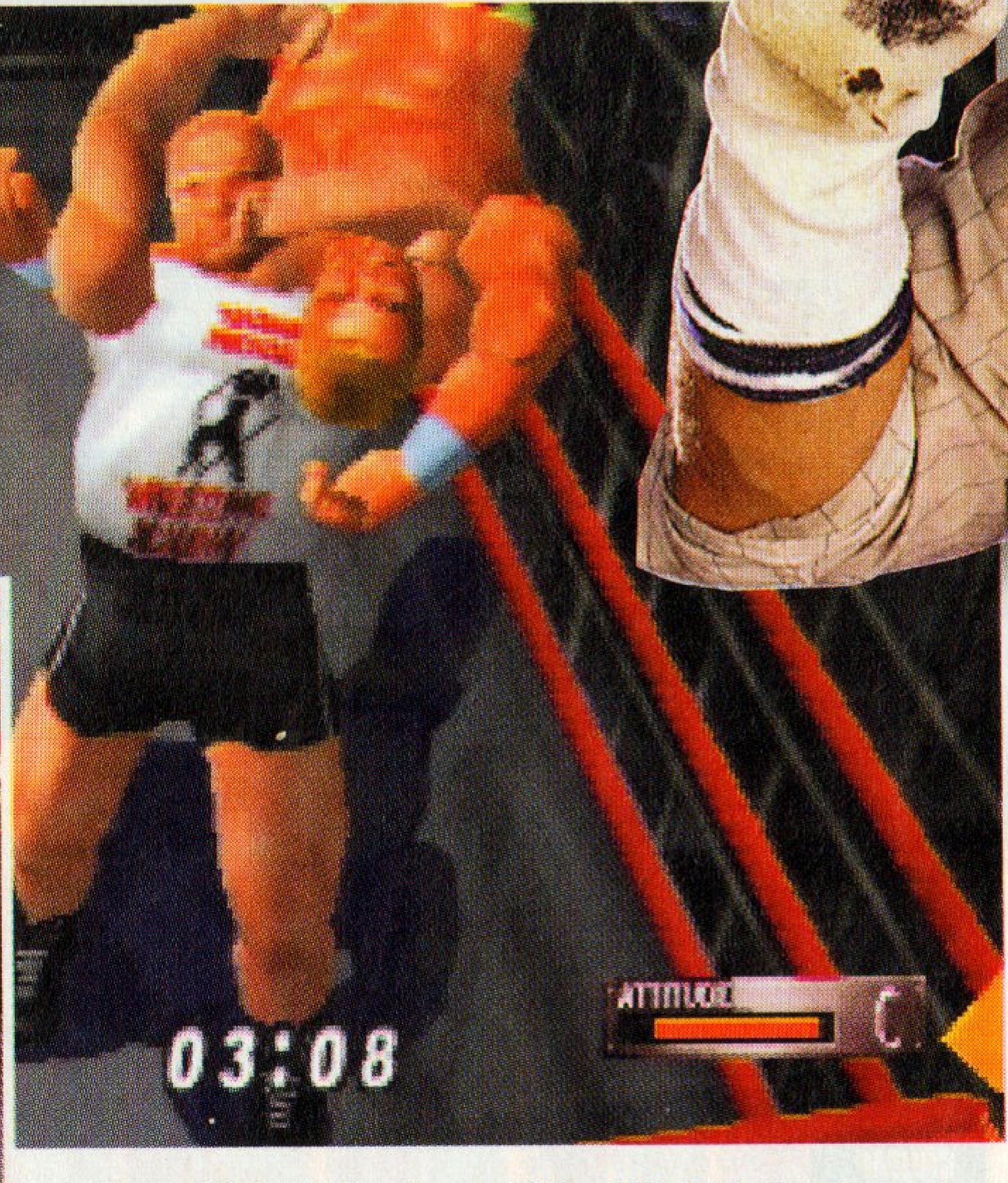




▲ Even the most hectic games of twister never got as contorted as this pile of flesh.



▲ Perform the block move here to kick Test in the nads. That'll learn him.



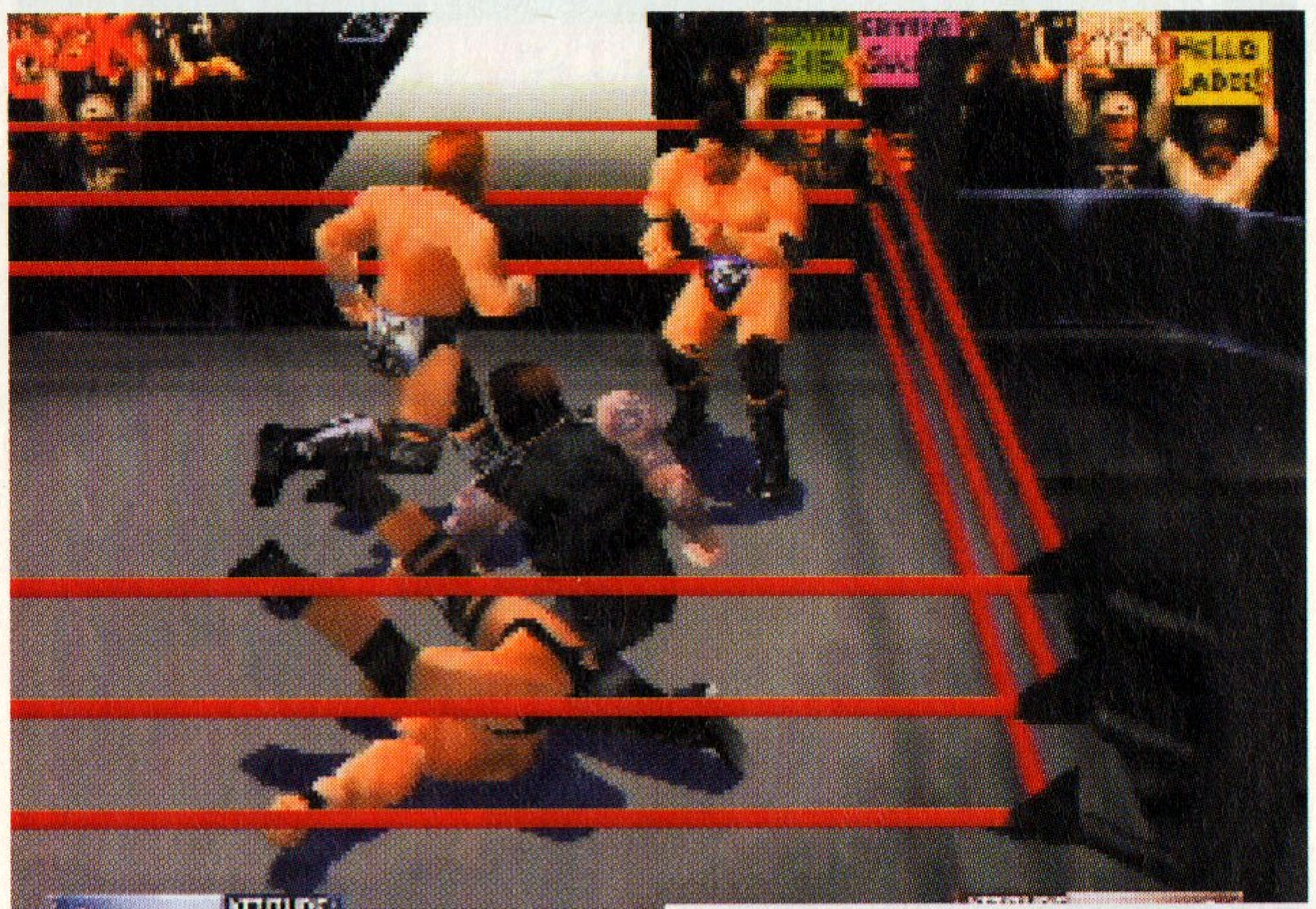
▲ Shawn Michaels (real name Michael Hickenbottom) goes to town on Bad Ass (which is probably his real name – maybe his parents didn't like him or something).

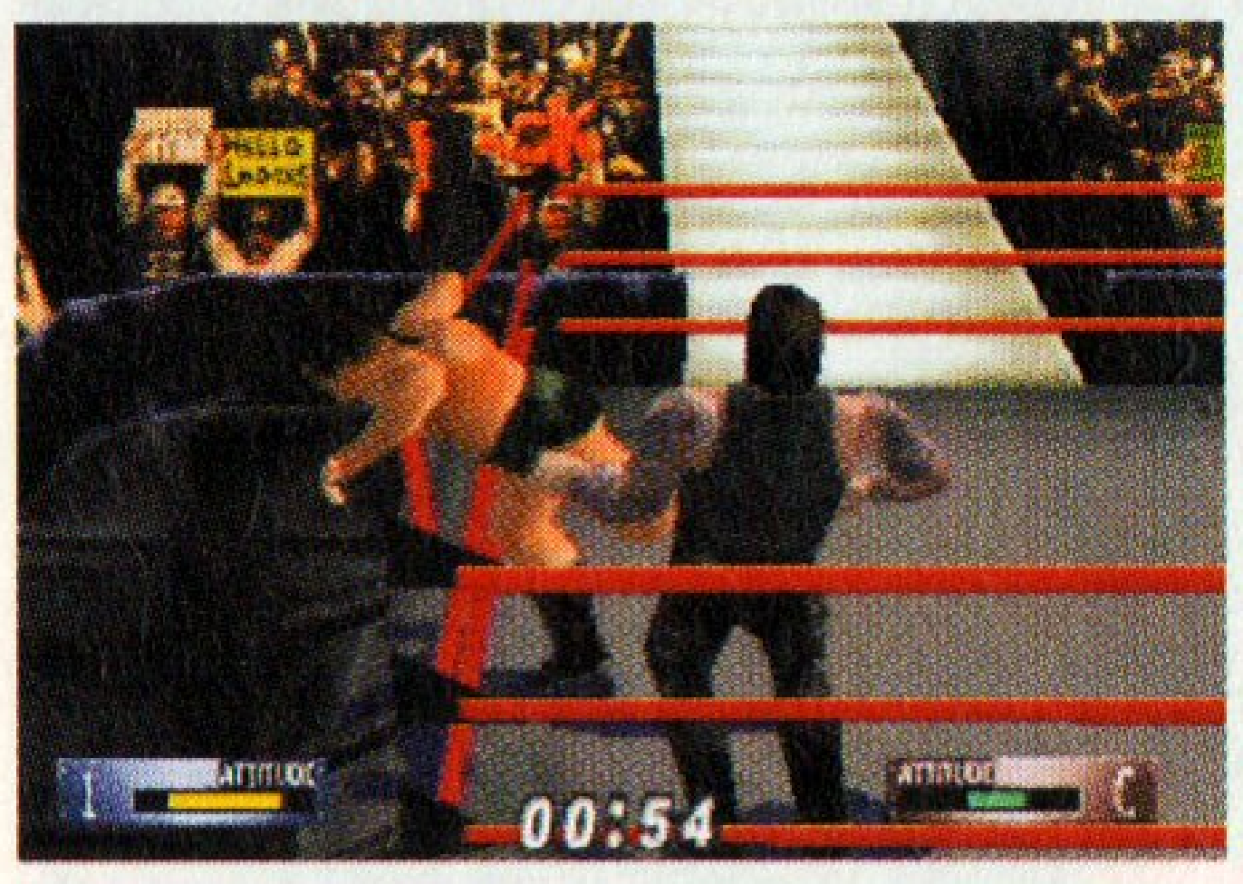
MOVES PER BLOKE: OVER 130
CREATION OPTIONS: MORE THAN GOD

WEAPONS: BATS, CHAIRS, TABLES
FINISHERS: ALL INCLUDED

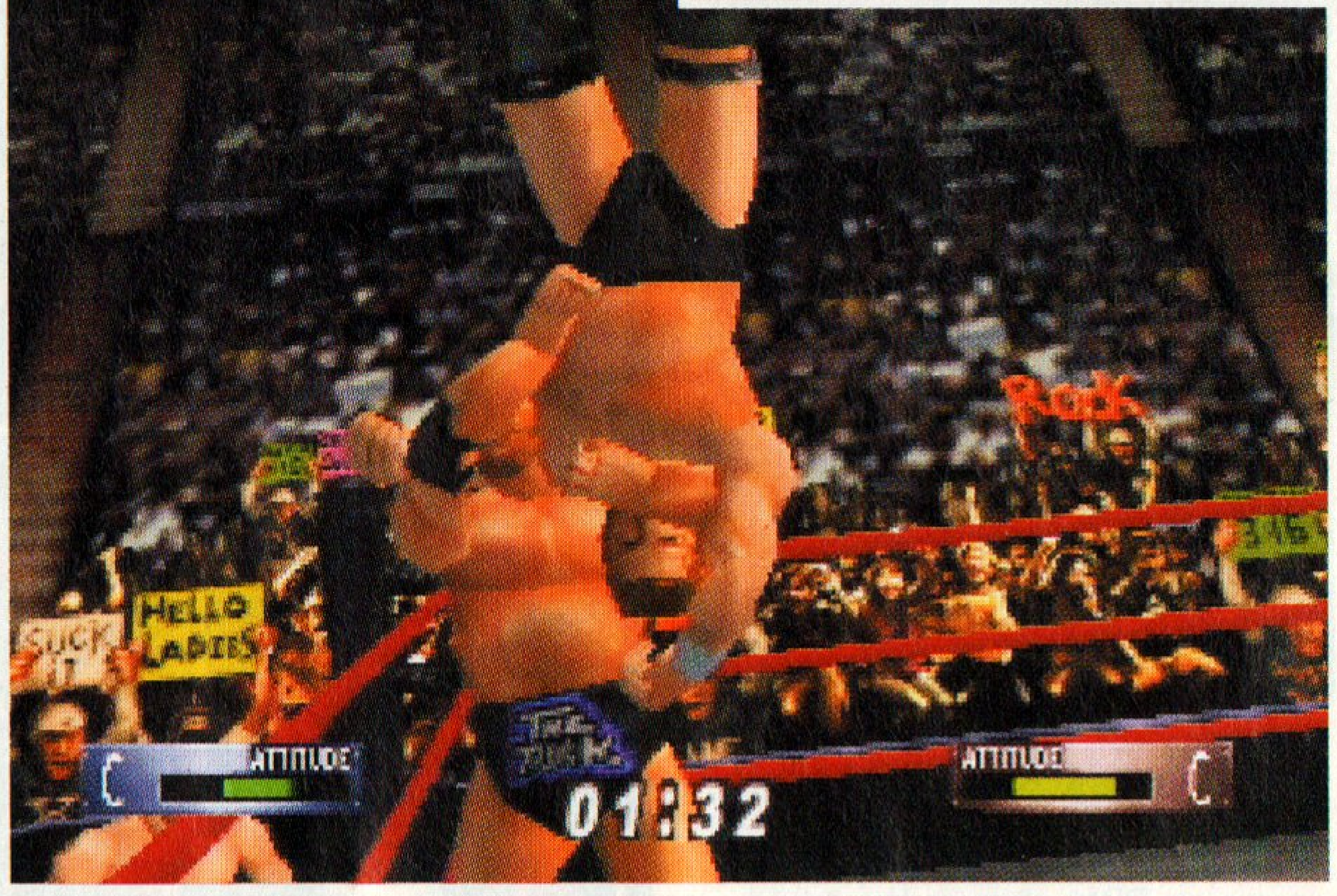
DON'T TRY: THIS AT HOME
DID YOU SEE US AT: REBELLION?

BETTER THAN: WWF WARZONE
ALMOST AS GOOD AS: ATTITUDE





▲ Pick 'em up and slingshot them off the top rope – well we laughed.



so you don't get frustrated by not being able to do a People's Elbow on someone and having to make do with a body slam instead. It moves smoother and, although it's not the fastest fighting game in the world the 3D is very solid while the moves and characters are all highly realistic.

Being able to dive in and out of the ring, pull weapons out of the crowd (nice of the people to bring them to the show) and the fact that the characters have their own entrance music and videos are all very impressive. And while *Attitude* had all the hype (not to mention delays and guide books that had to be pulled off the shelves as all the moves changed at the last minute) *Wrestlemania 2000* is inevitably going to ride on the back of its success.

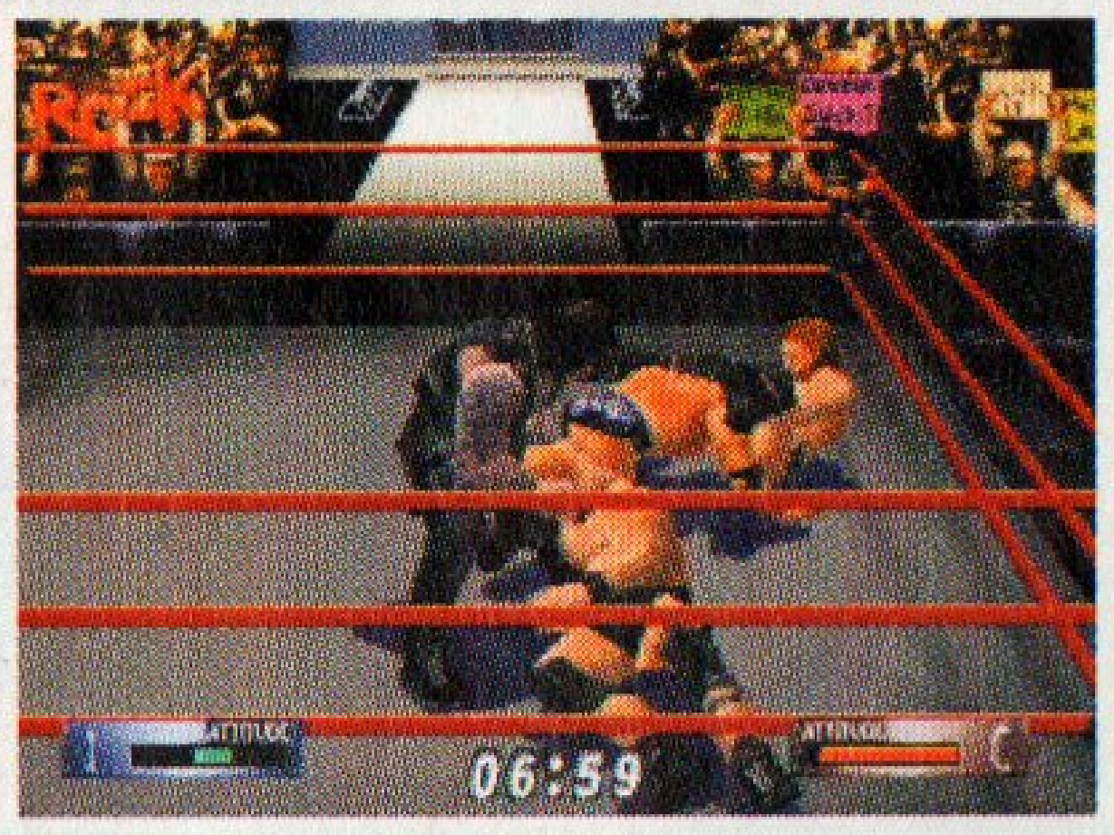
Some may think it's too soon for another wrestling game but we reckon when games are as much fun to play as this then who cares? Bring 'em on, and that's the bottom line 'cause GM says so.

If you missed out on *Attitude* (and it will disappear off the shelves for ever soon as part of the WWF license switch) then you'd definitely be bonkers to miss out on this. It's easy to play, fun and features some of the most chaotic wrestling you will see outside of a crazy federation like the ECW (no news yet about Acclaim doing an ECW game, although Crave have just signed the UFC license).

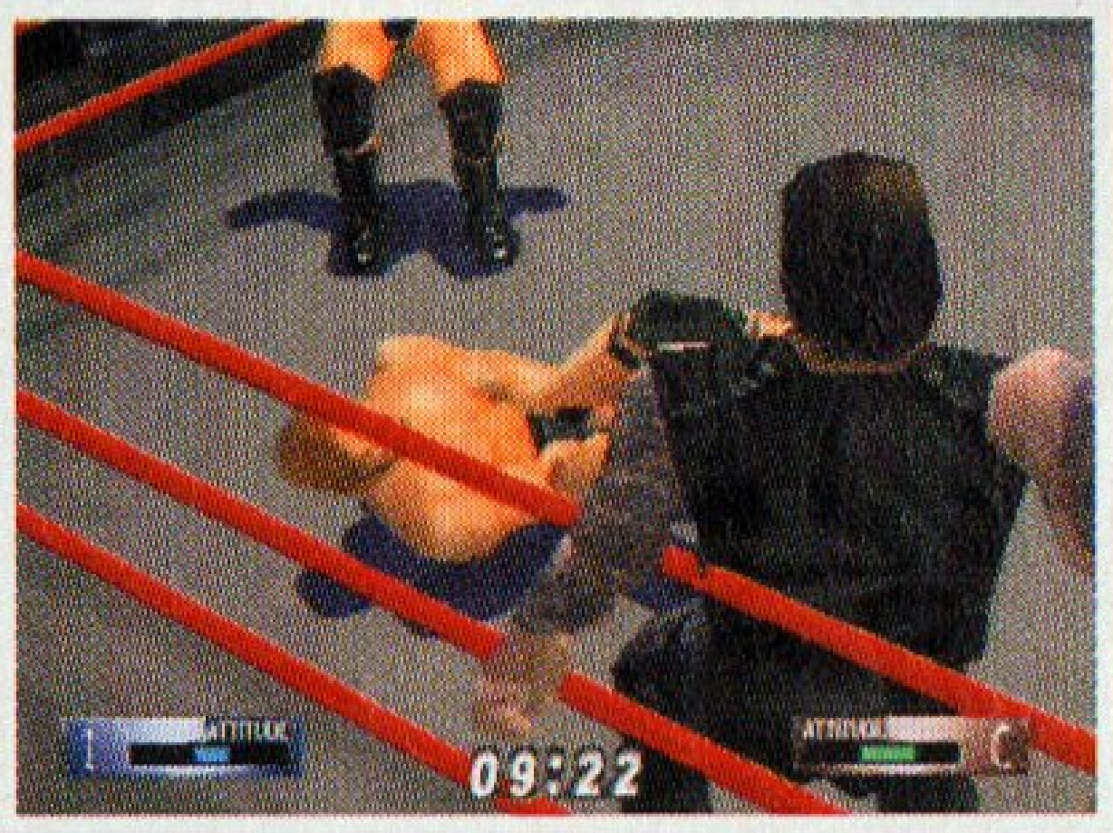
Wrestlemania 2000 manages to break the formerly nice wrestling genre even further out into the mainstream. What *Attitude* started, *WWFW2K* definitely continues. And if anyone tells you that wrestling games are rubbish, then, "You can take their N64, turn that son-of-a-bitch sideways and stick it straight up their candy ass." Or something like that…

6 WOT A LAFF!

You can't help but giggle over some of the pure madness that goes on in the heat of a battle. Try some of these tricks to make things go with a bang.



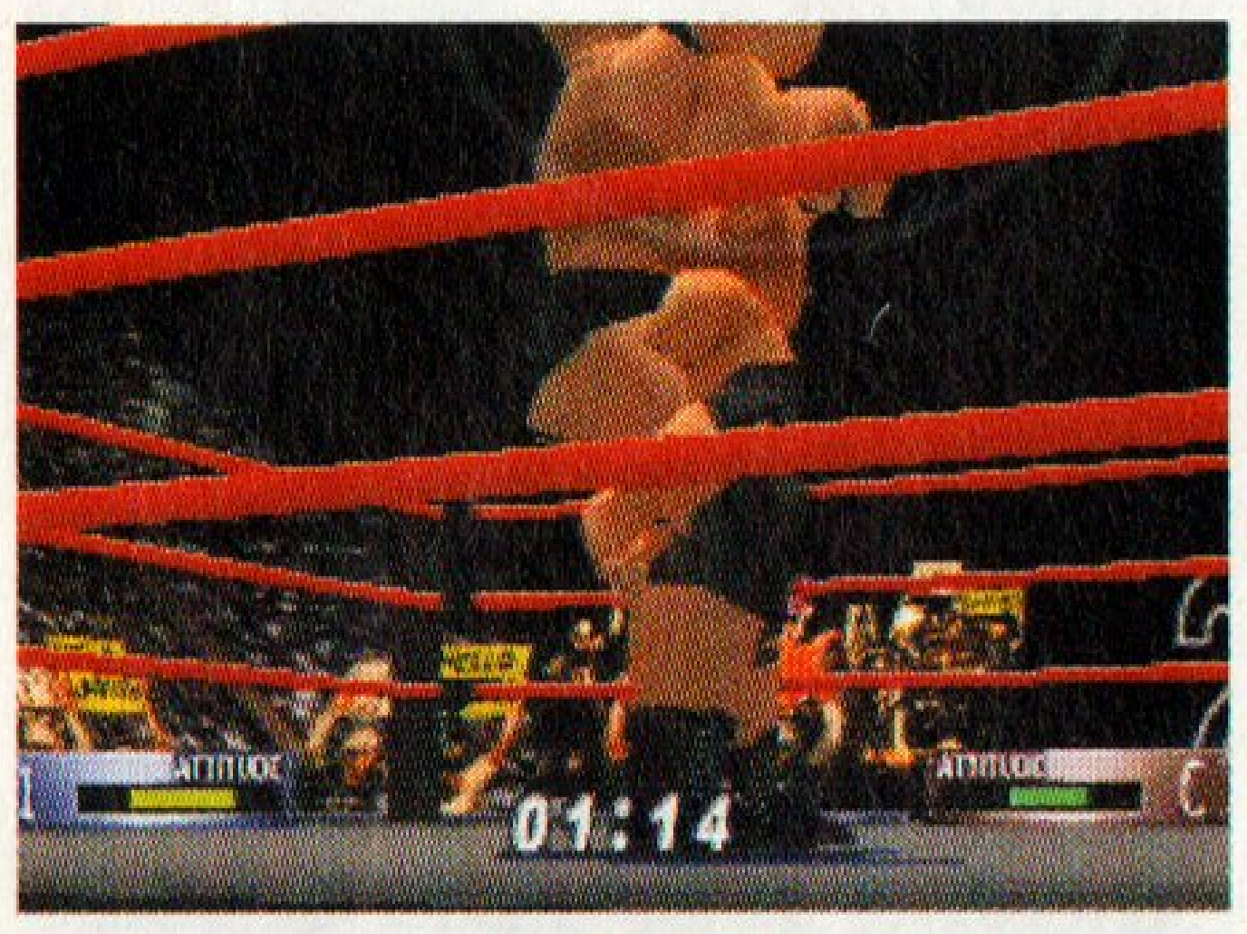
▲ The little bell noise as you nail someone in the crotch – top laugh.



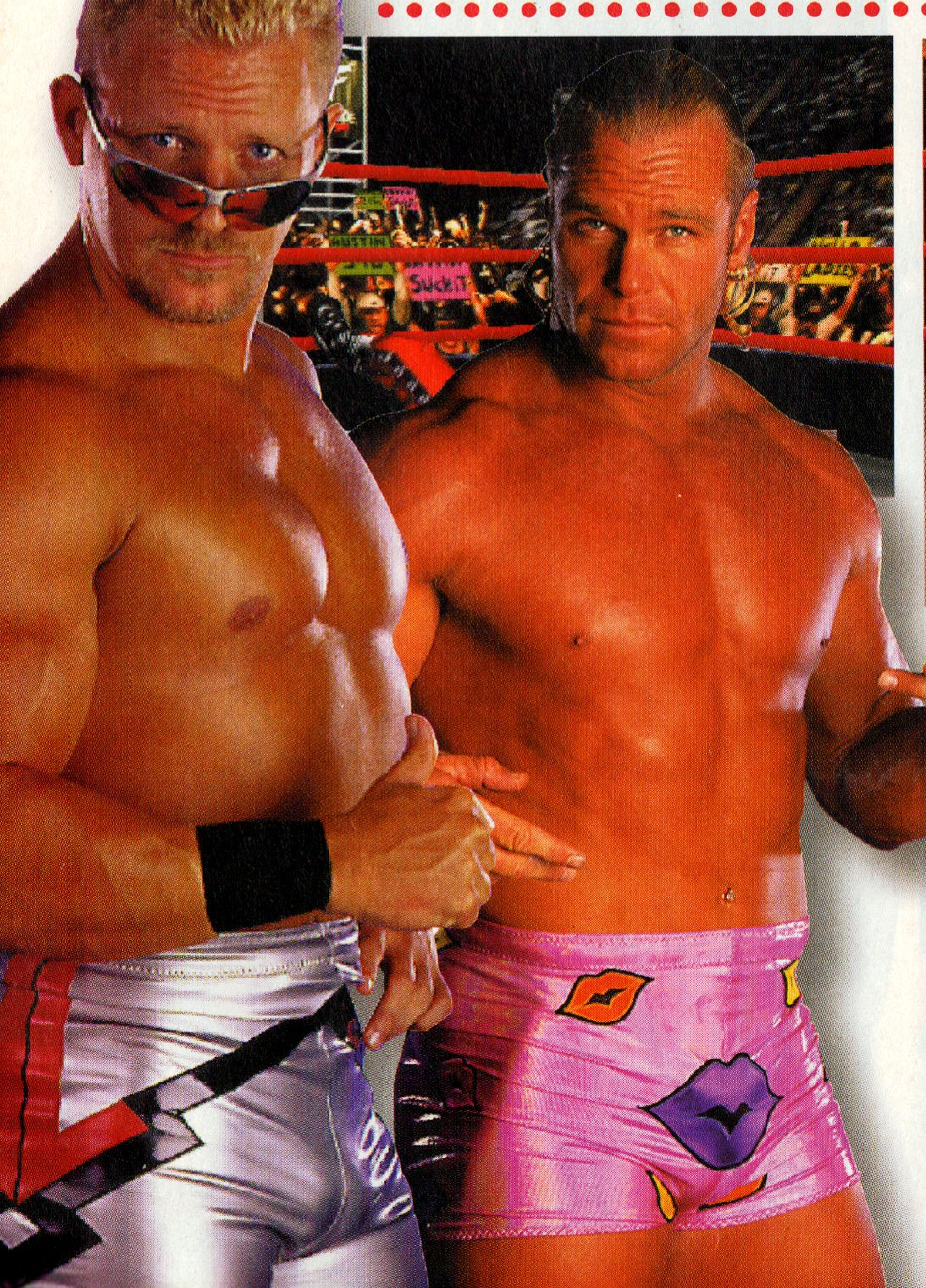
▲ Two of you ganging up on one poor character and tearing him a new one.

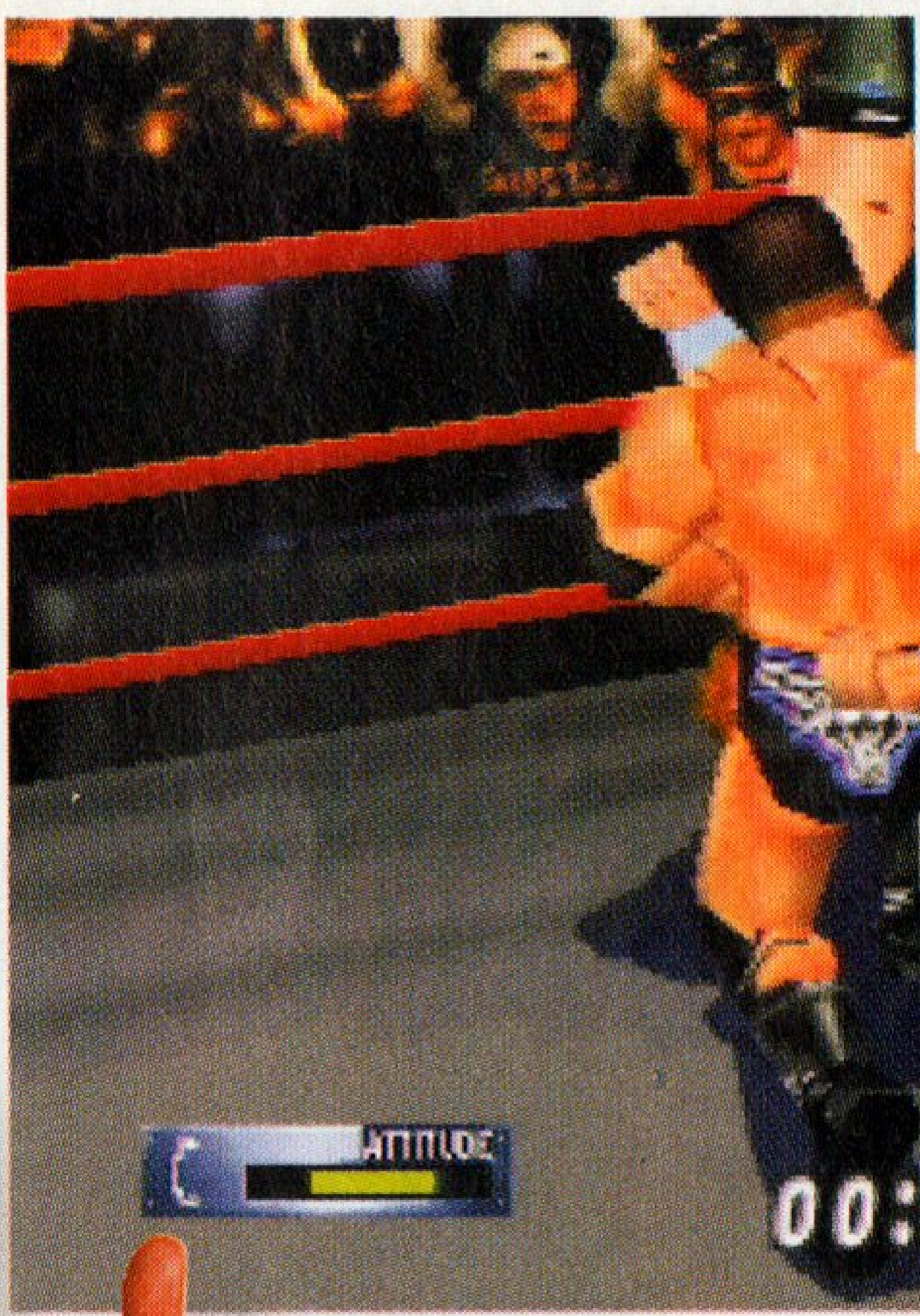
◄ There must be an easier way of getting that quid out of me pants.

▼ Stone Cold's getting ready to deliver the Stunner, if he does it's game over.



> "It's easier to play so basically you've no excuse for not tombstoning your mates head right through the canvas!"





JUDGEMENT

PRESENTATION

Great graphics and cool intros for all the characters. This is the WWF in all its glory.

GAMEPLAY

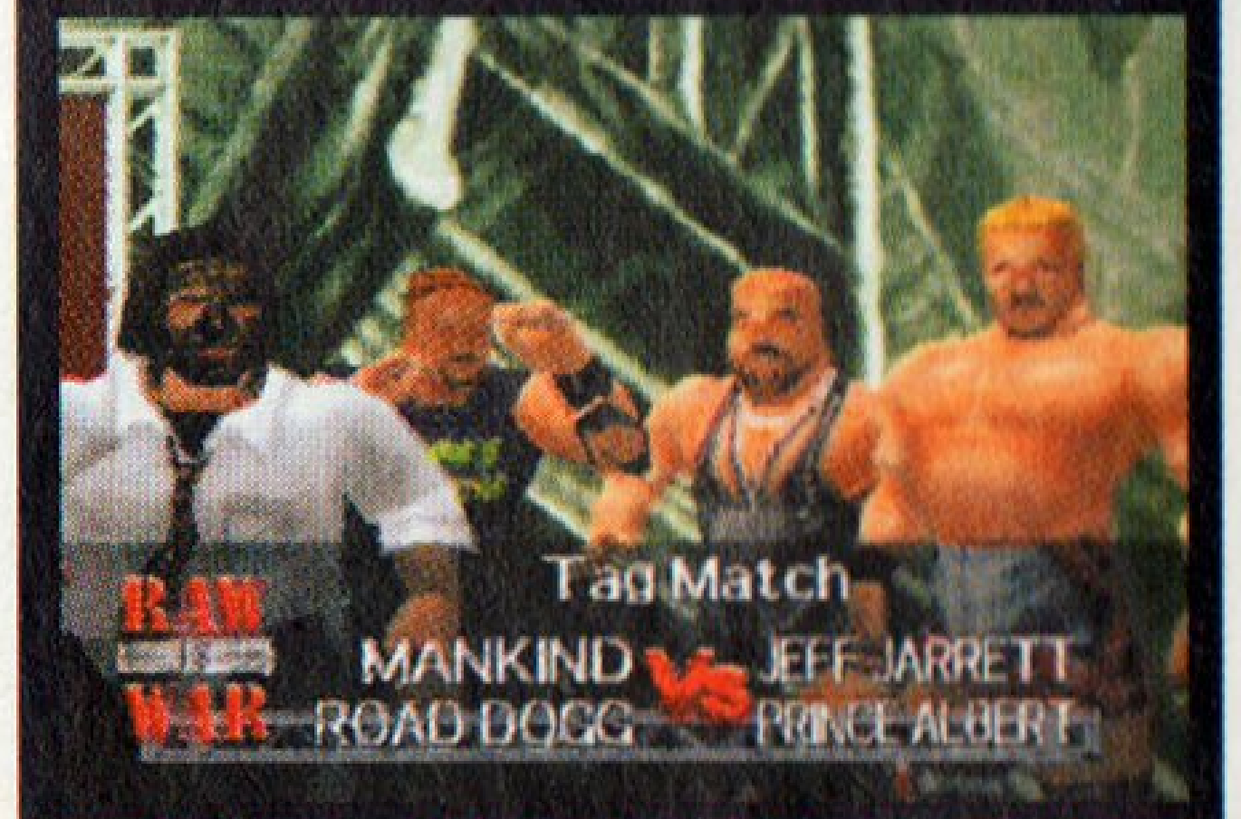
Easy to access moves and spectacular stuff on-screen. Never a dull moment.

LIFESPAN

The Road To Wrestlemania career is long lasting, but the multi-player is the best yet.

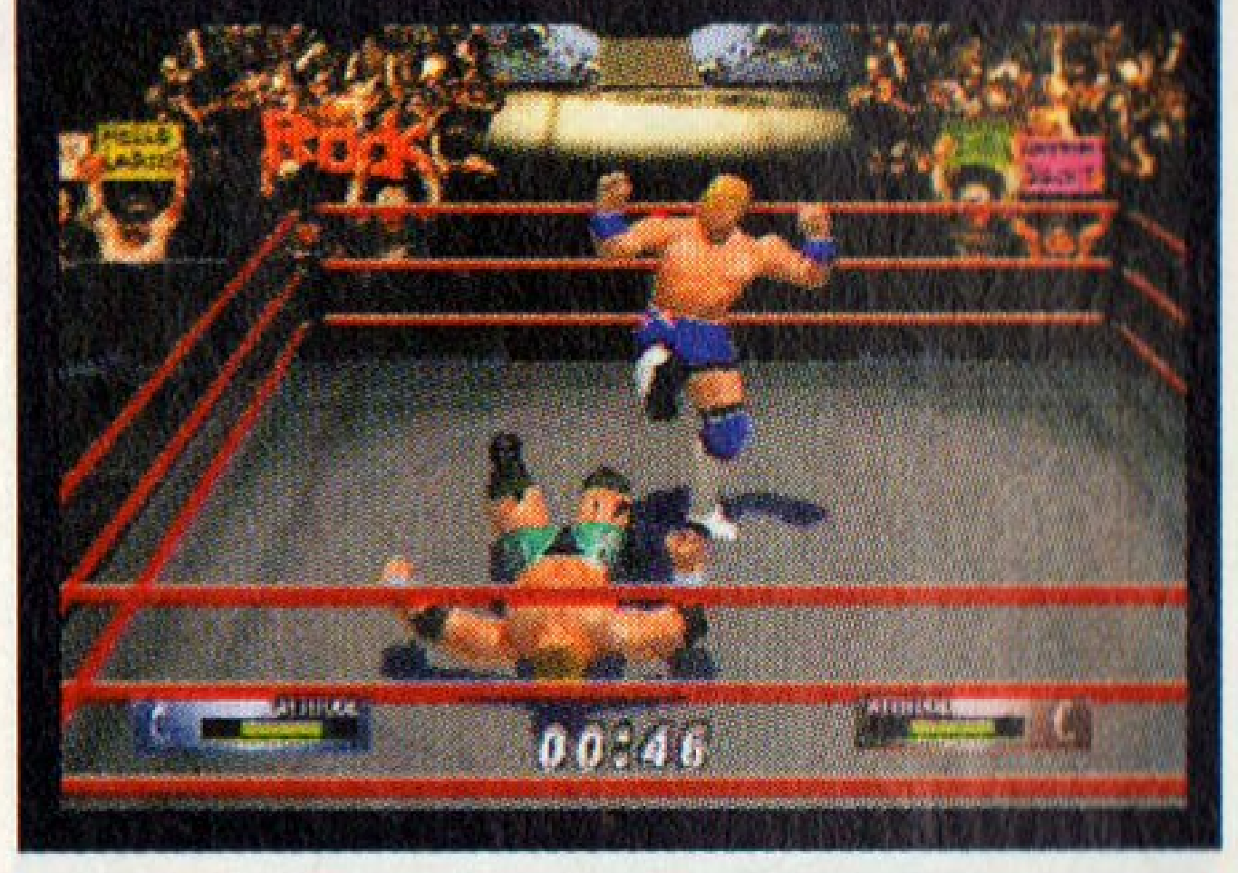
THE BEST BIT

Four player mayhem. As soon as the bell sounds, things get out of control. Utter chaos.



THE WORST BIT

Too easy to complete, but the magic is in the multi-player replay value. Get your mates in.



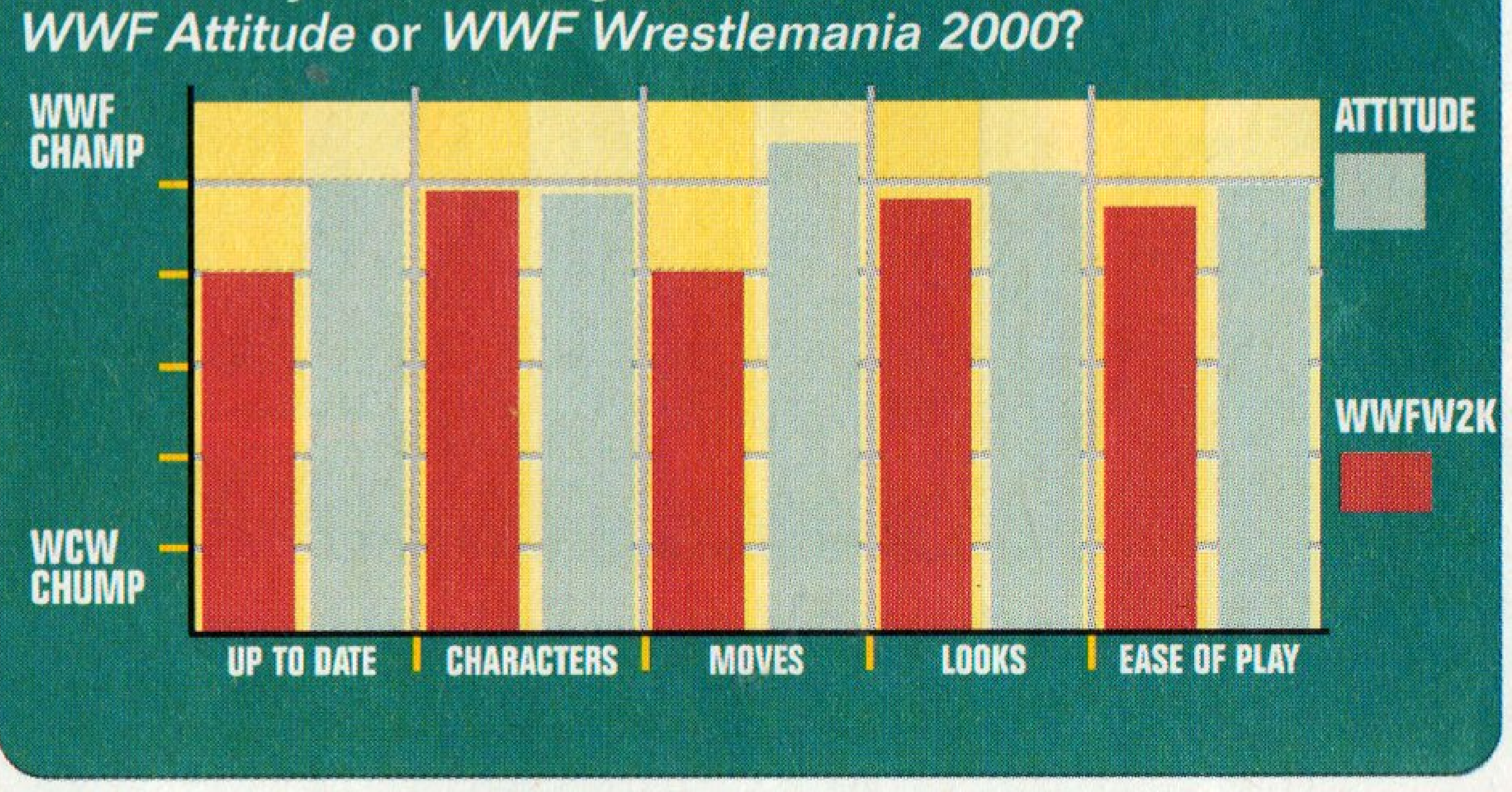
Not the next generation of wrestling games but a great update rather than a real *Attitude* beater. Good fun all the same.

90%

If you like this…
Then you'll love *WWF Attitude* of course, and *WWF Warzone* which you can pick up on PSX Platinum.

CLASH OF THE TITANS…

So seriously then, who gets to take the title belt home? *WWF Attitude* or *WWF Wrestlemania 2000*?



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John Edgar	Wakefield	£400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastile	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	£400 fine & £5000 costs

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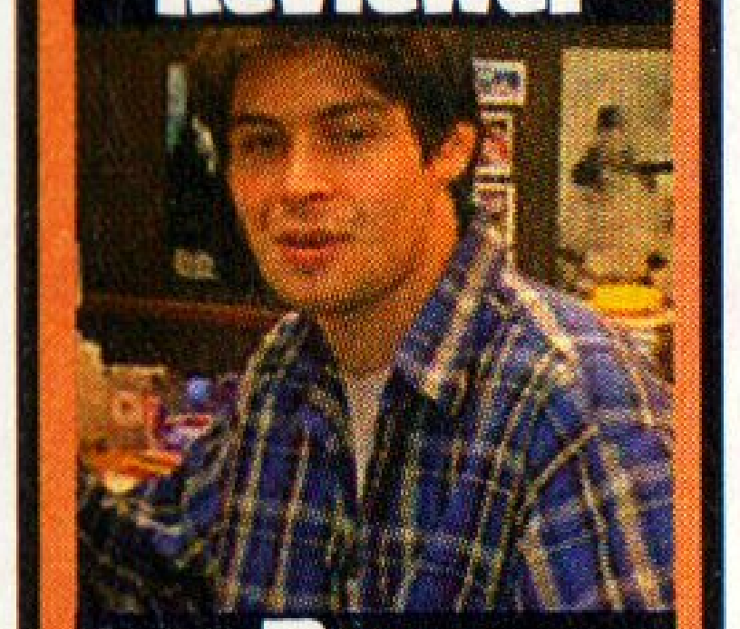
DATA▶ FORMAT REVIEWED: PLAYSTATION PRICE: £35 OUT: NOW

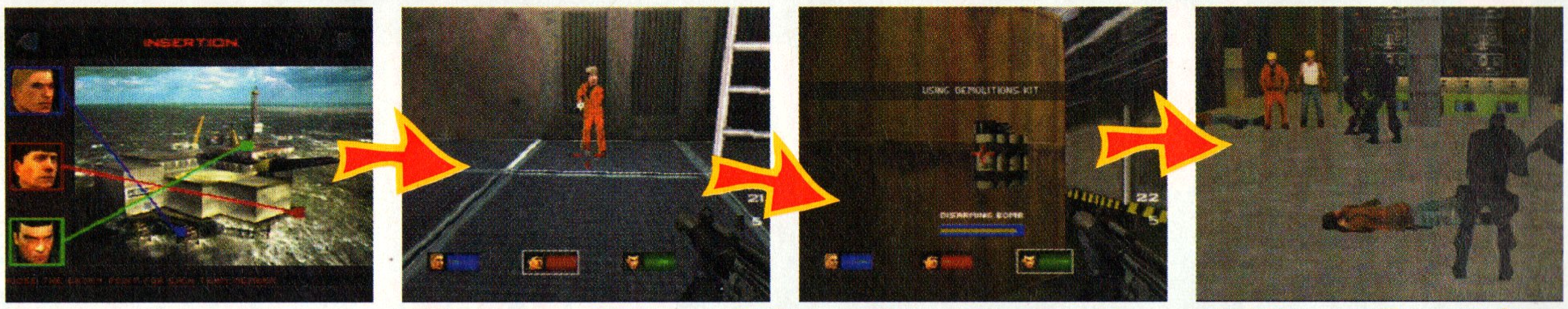
PlayStation

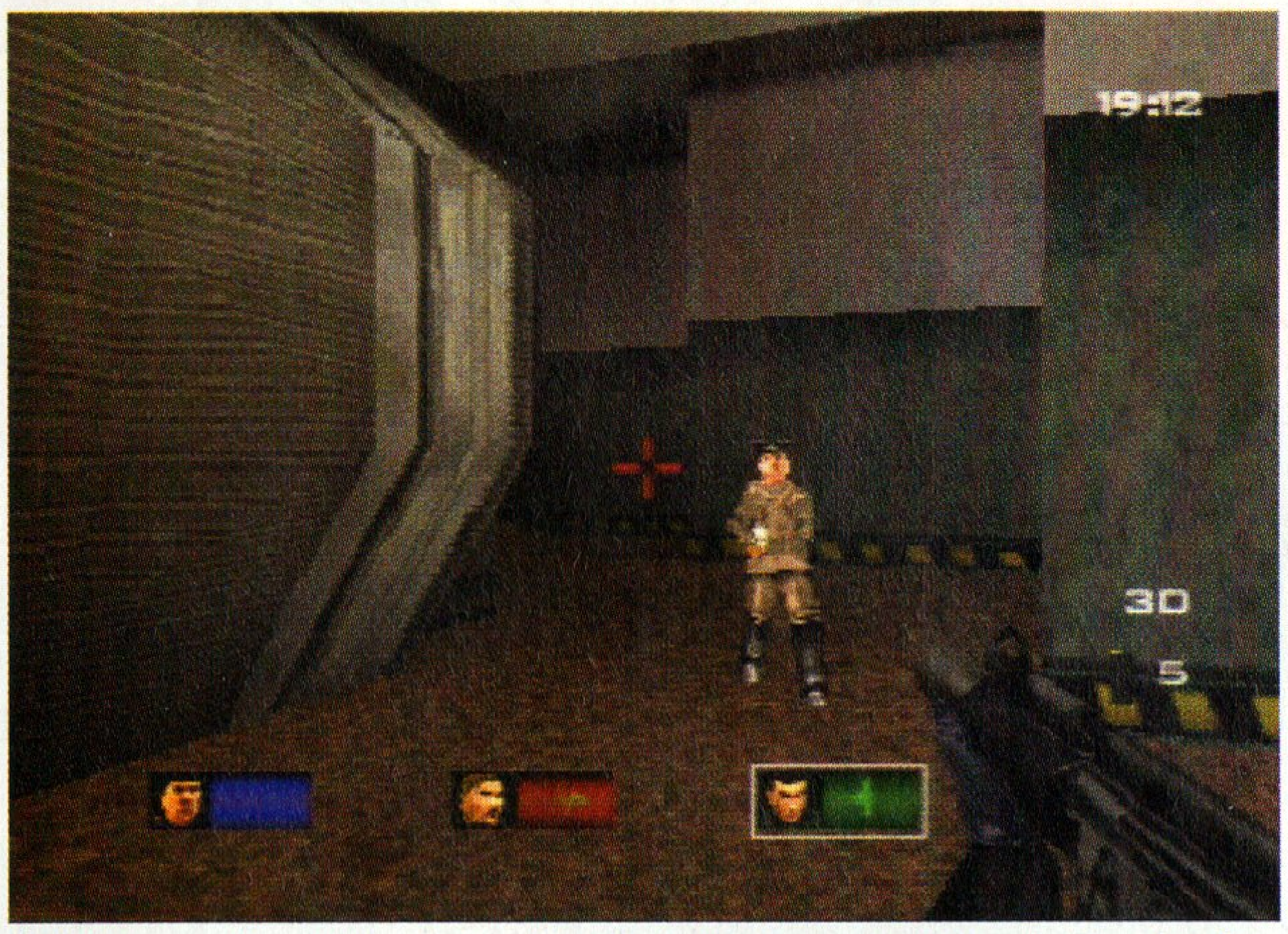
Reviewer



Dave Harrison

After the success of Rainbows 1 to 5 comes the next installment in Clancy's saga of the special forces: *Rainbow 6* – now PlayStation owners can sing one too.





▲ In this game there's the quick and the dead, also the good and the ugly. Then there's the bad, and The Driver, The Equaliser, The Scarecrow and Mrs King…

RAINBOW SIX

Y'know, if I was in a team that was really, really good, I wouldn't want to be called 'crack'. There's something not right about being 'crack'. Hmmm.

Anyway, you control a really 'crack' team of anti-terrorist operatives called *Rainbow Six*. The team is made up of really hard people that could kill you with their bobble hats and then pee in your boots just to show how 'crack' they are. Their job, in this role, is to battle the enemies of capitalism maintaining the western strangle hold on global affairs with first-person shoot-em-up violence. Which is nice.

Rainbow Six started life on the PC. The original effectively mixed strategy with action but has since been surpassed by classier acts like *Hidden and Dangerous*. So the PlayStation is left with a conversion of an innovative but flawed original. But it's still pretty dandy all the same.

PLANNiNG

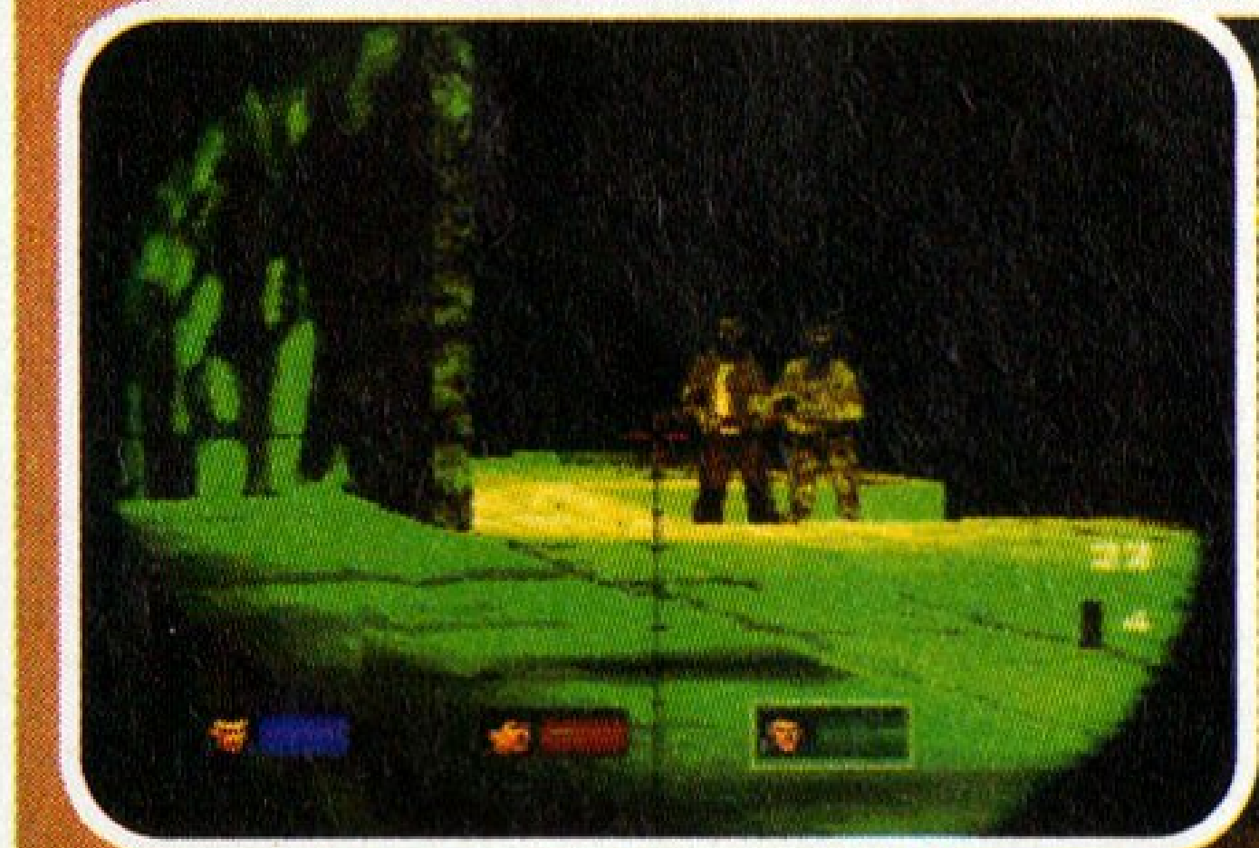
The strategic element is mainly in the preparation. First you must select the correct cliental for the mission. Each soldier has an individual fighting make-up, so some are top marksmen while others are handy with the explosives. Picking the right combination of talents soon becomes a priority as the missions become much tougher and time based as well.

EQUiPPED

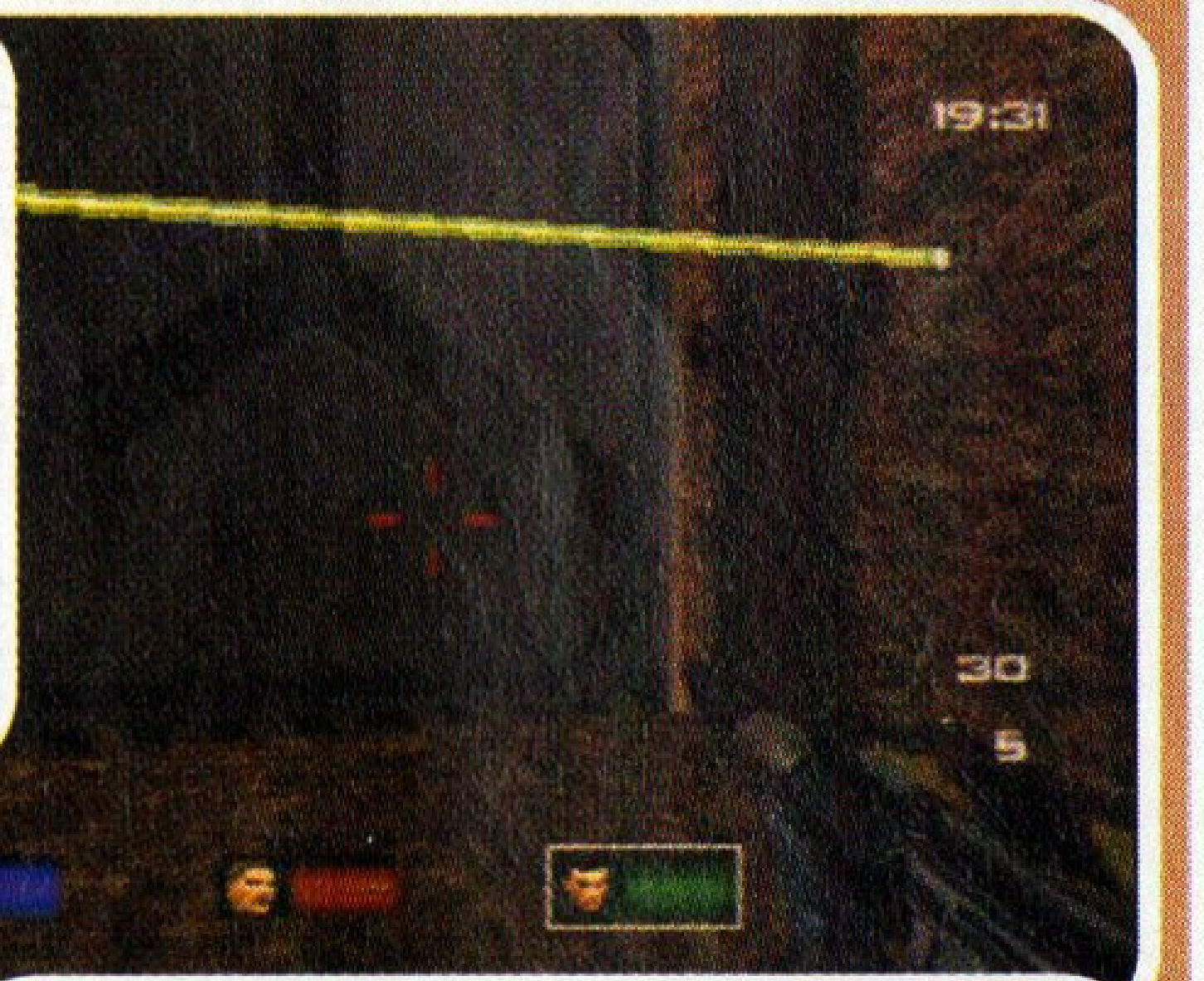
Next step is getting your men kitted up. They can each pack a couple of weapons and can carry some extra ammo or explosives, plus some electronic trickery such as lock picks or a bomb disarming kit. While the options aren't endless they give you enough choice to make you feel special and are also easy to navigate, so you waste little time before getting into the action. And it's always nice to be asked.

1 SOFTLY, SOFTLY!

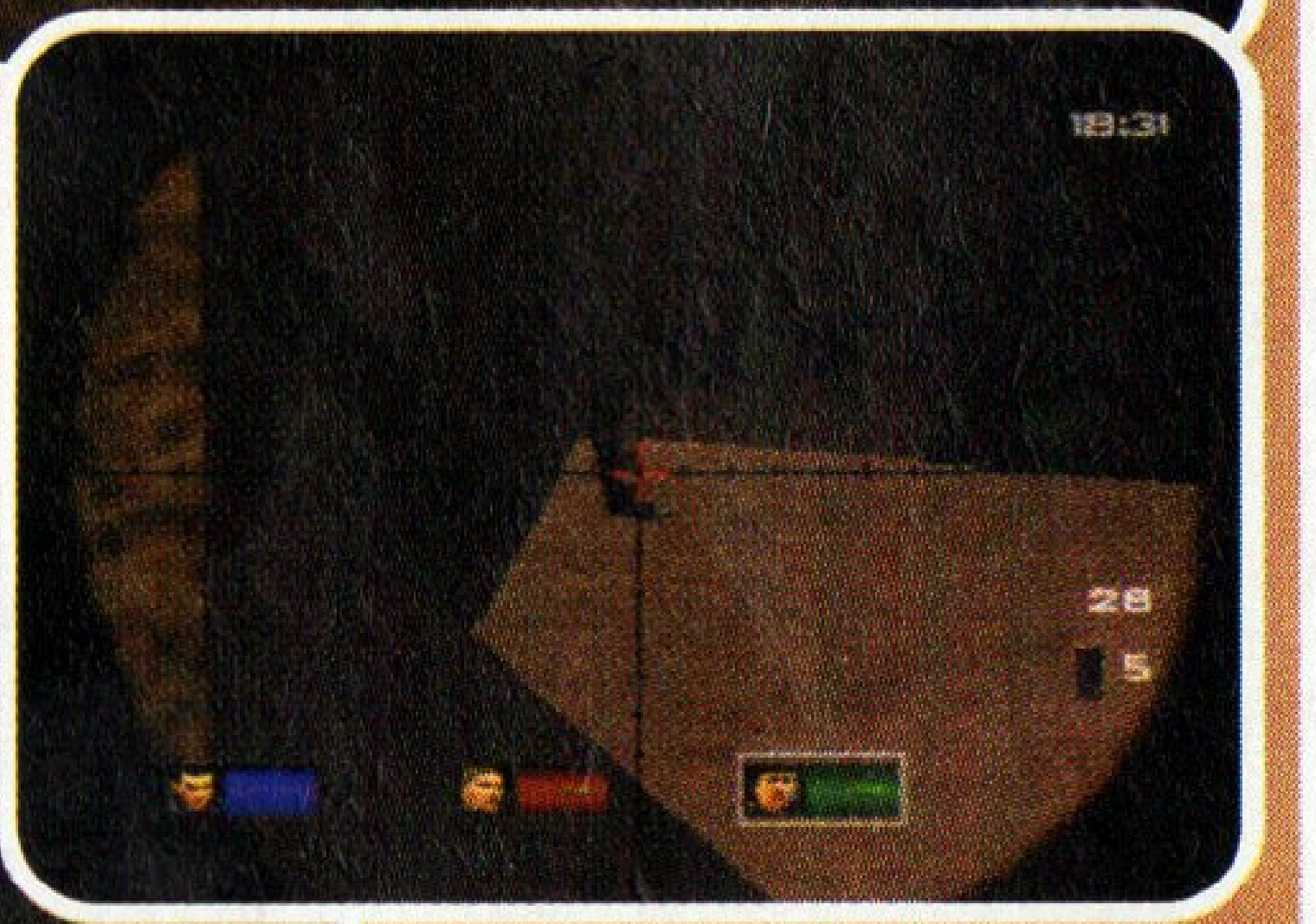
These bunch of tough nuts have mastered the art of walking on tippy toe, enabling you to creep right up behind a terrorist and give them a hollow-tipped surprise package. Instead why not use your handy sniper mode to shoot them in the face from a safe distance. Sorted!



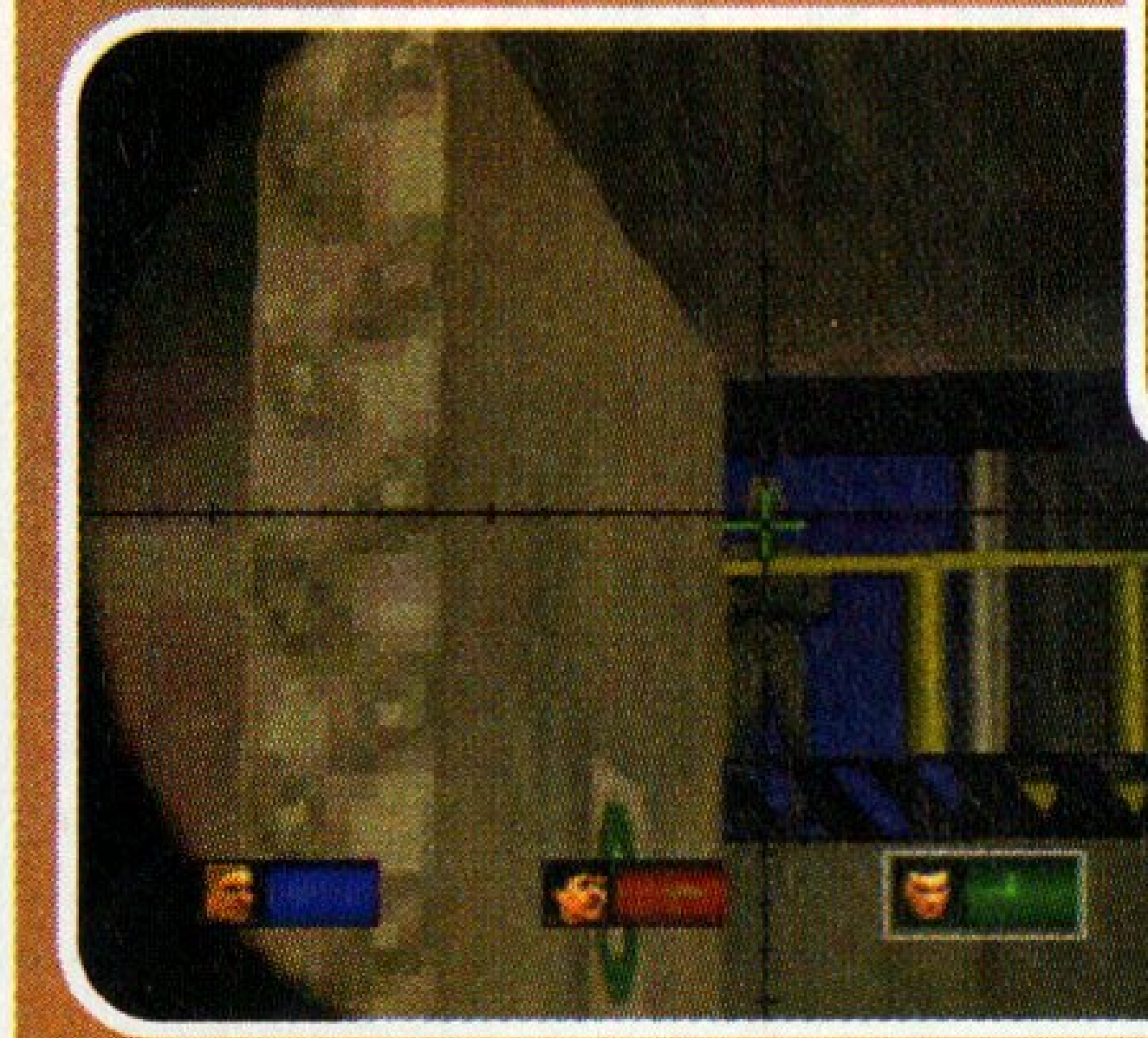
▲ Using the night vision you catch Ken revealing his manly love for Terry.



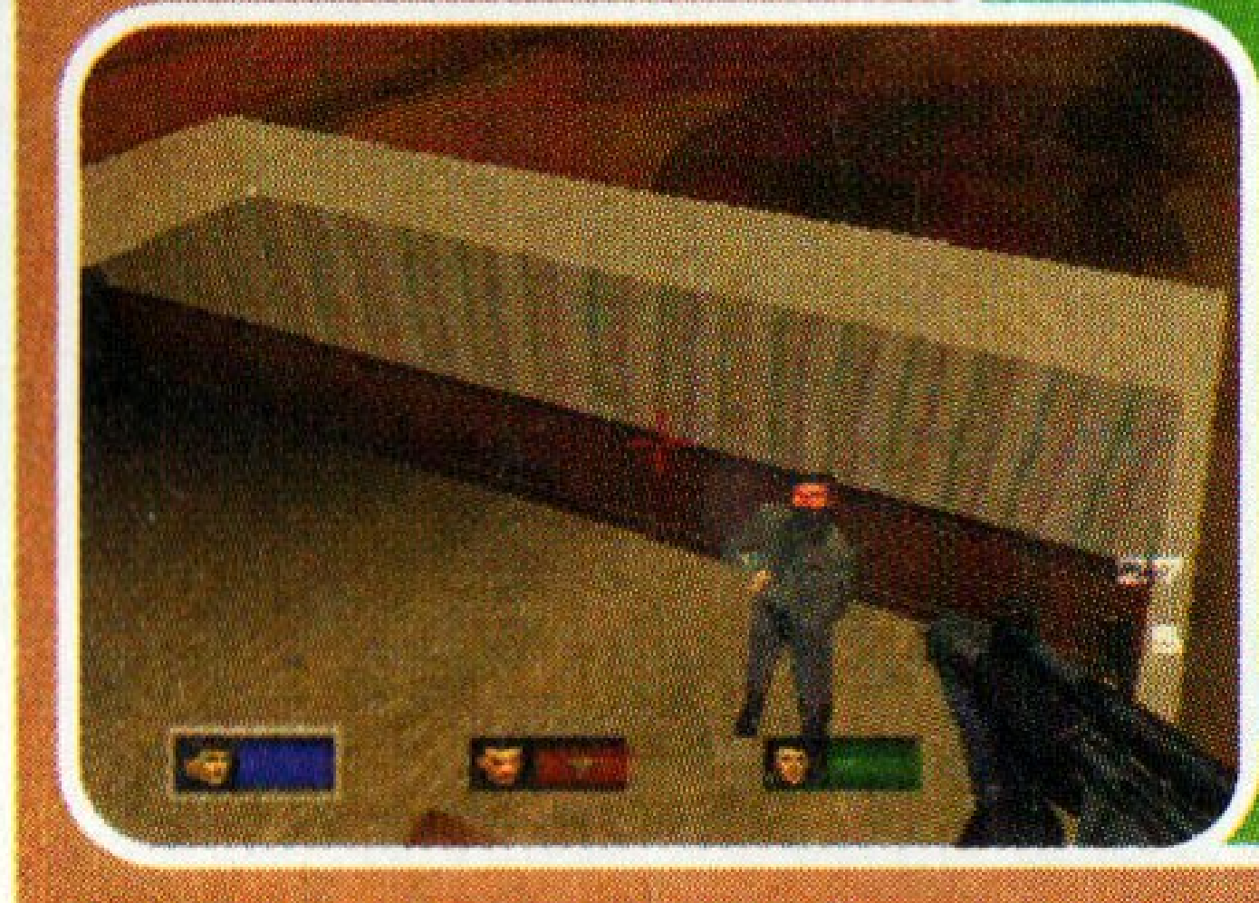
As you infiltrate enemy bases ▲ you have to be aware of security light beams setting of alarms.



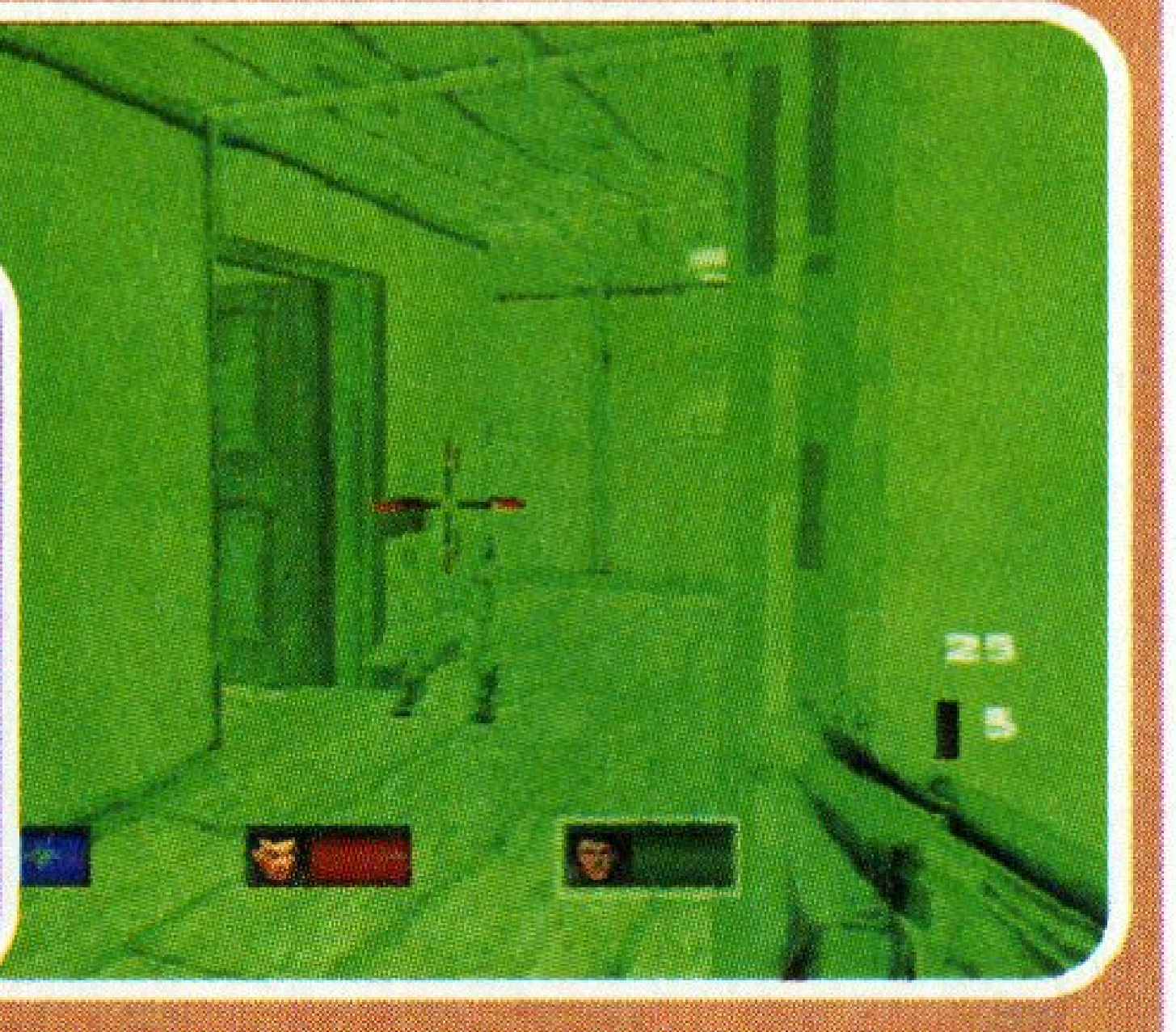
▲ It's not particularly brave but shooting the unsuspecting in the shin sure is sweet.



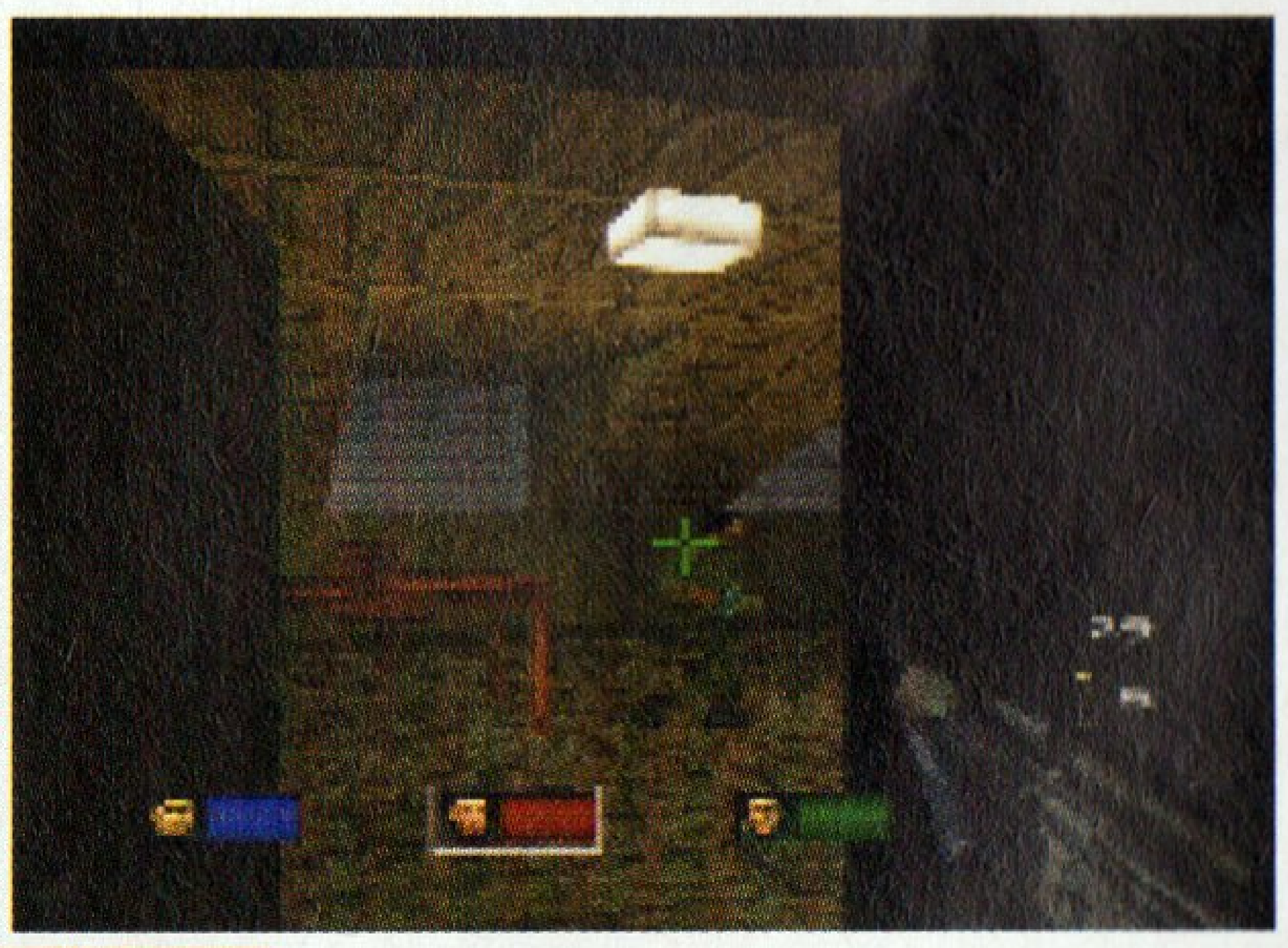
▲ Ammo is quite limited so a patient and accurate approach is required.



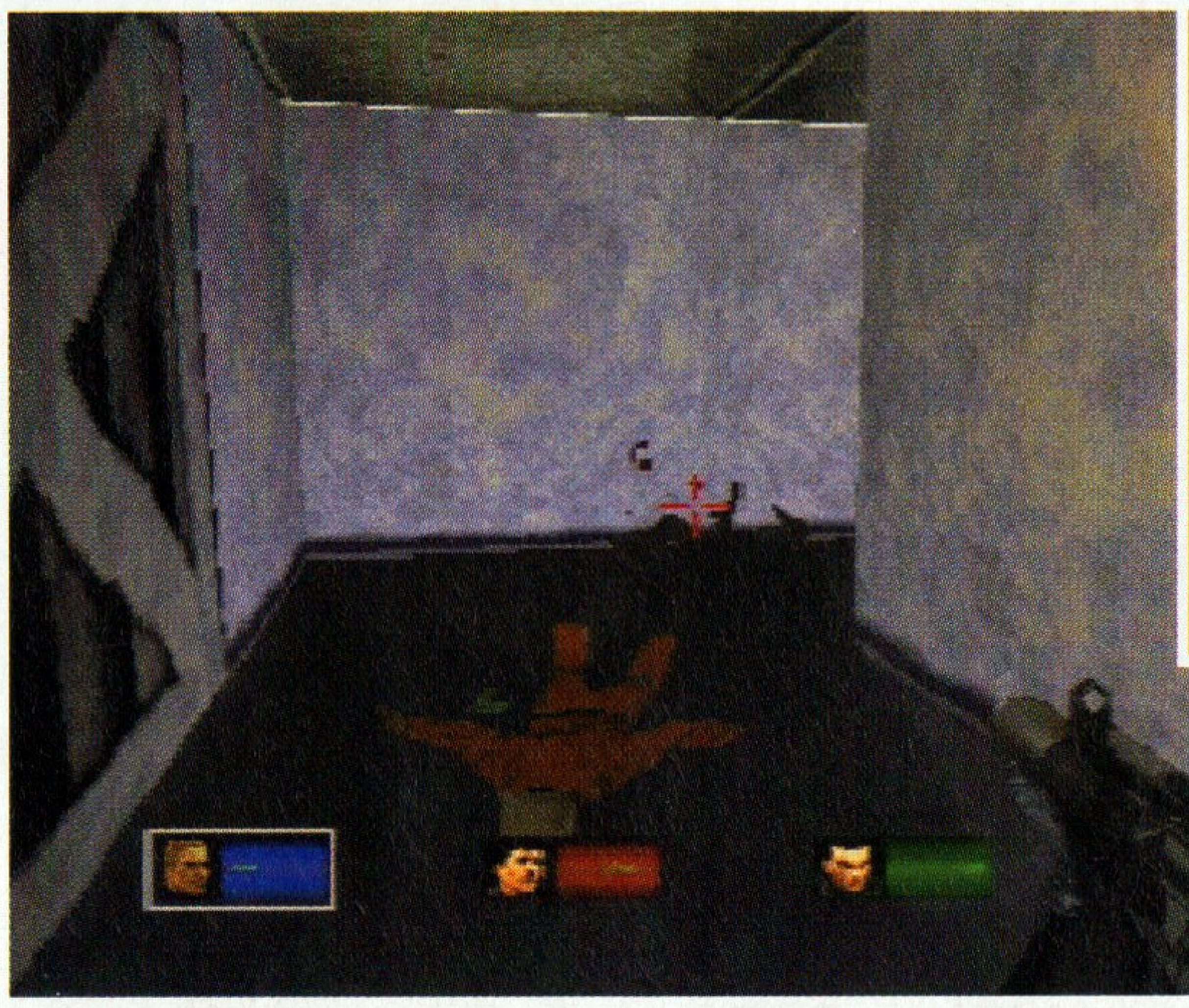
▲ Use the element of surprise – bursting through the ceiling should do it.



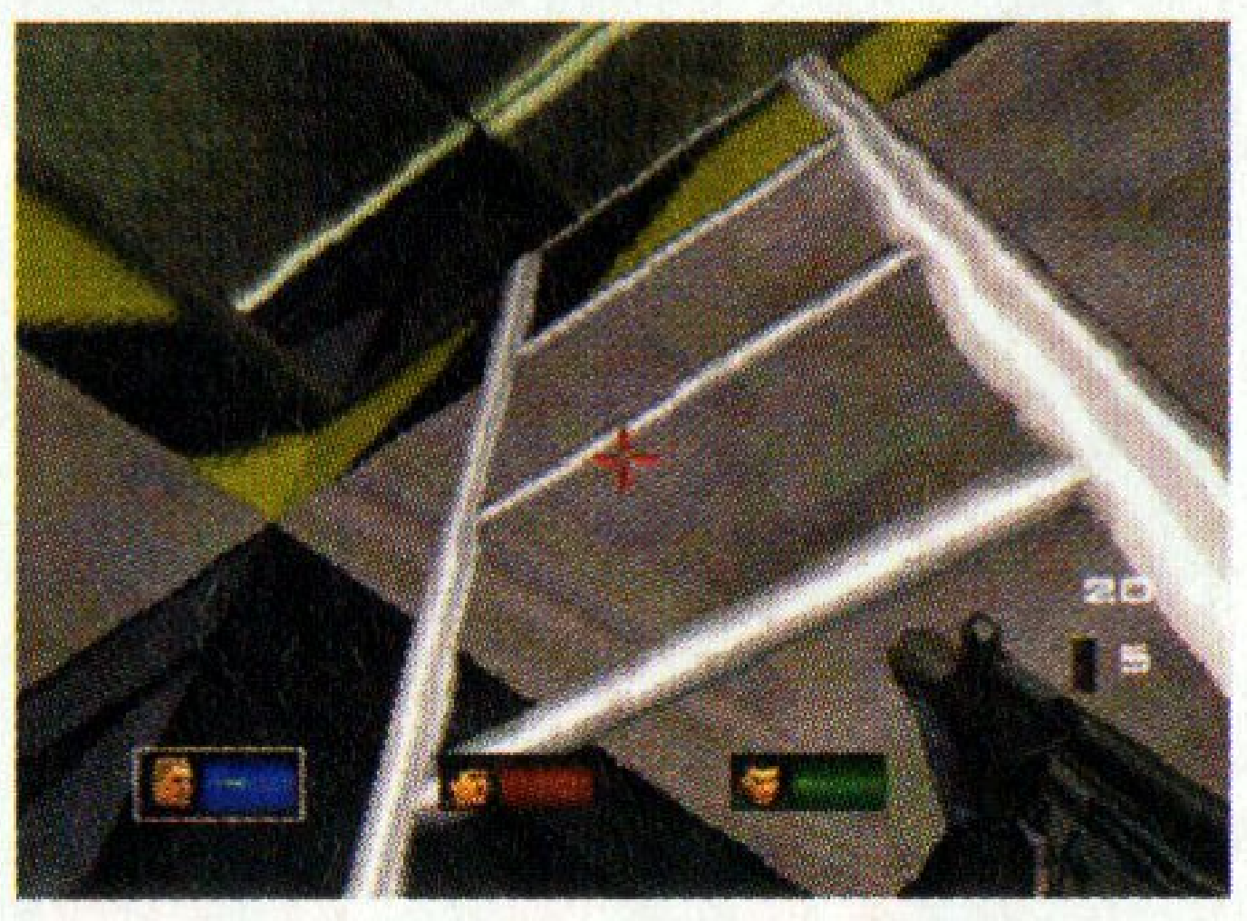
▲ The guards can hear you coming, but in the dark you have the advantage.



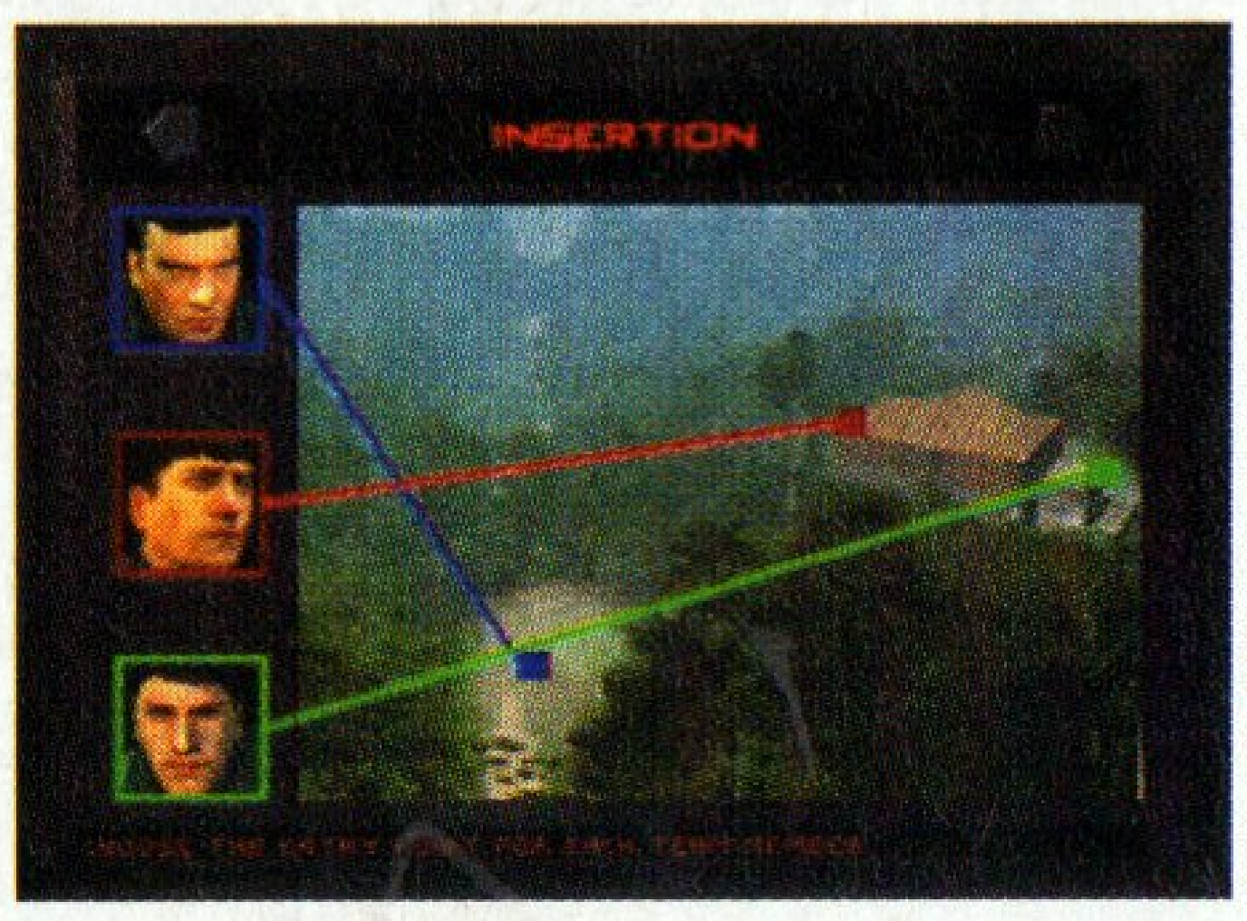
▲ You have to quick and accurate to stop the guards killing the hostages.



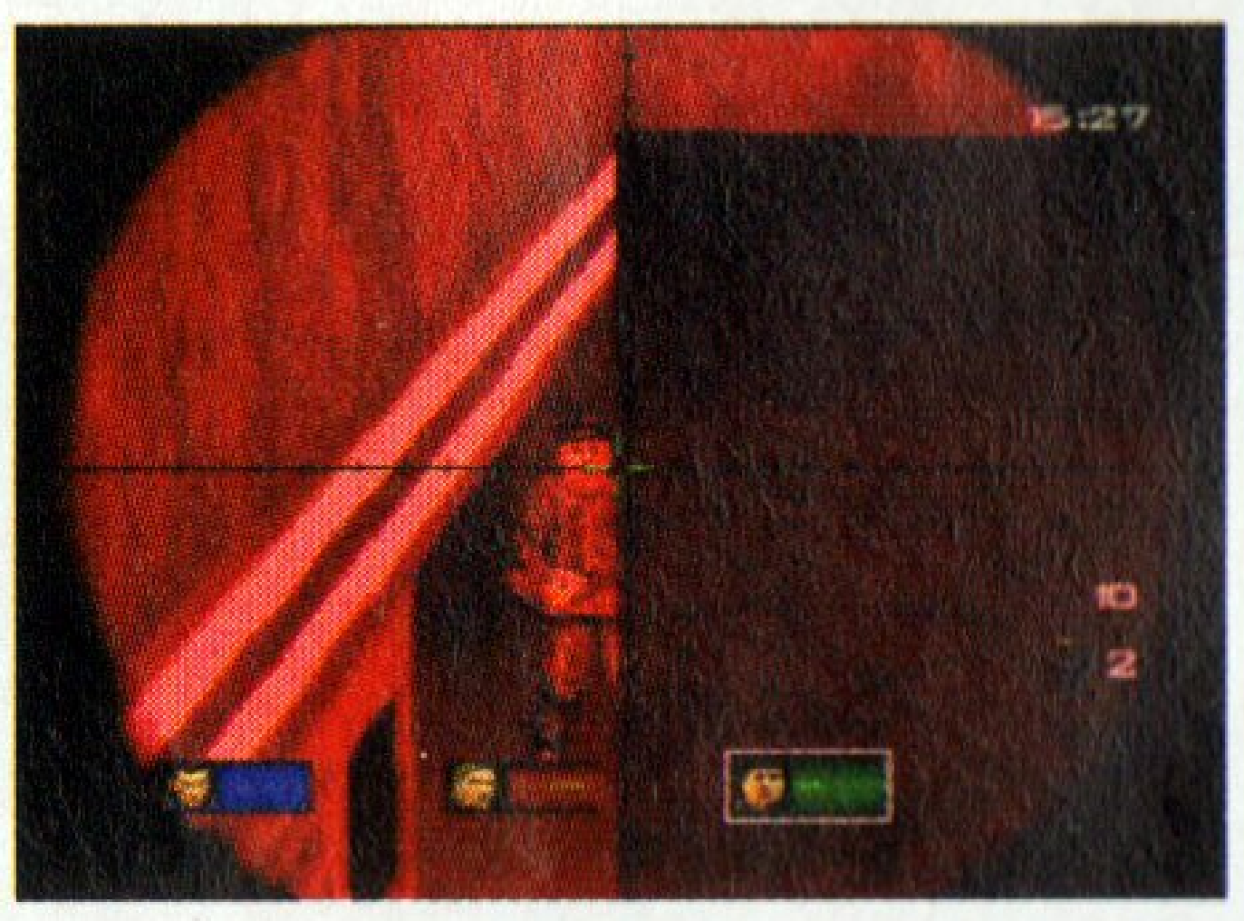
◀ The quickest way to put a man down is a bullet through through the head.



▲ The Rainbow team are so crack, they can even climb ladders. Now that's skill.



▲ Carefully plan your insertion points and then watch the mission go tits up.

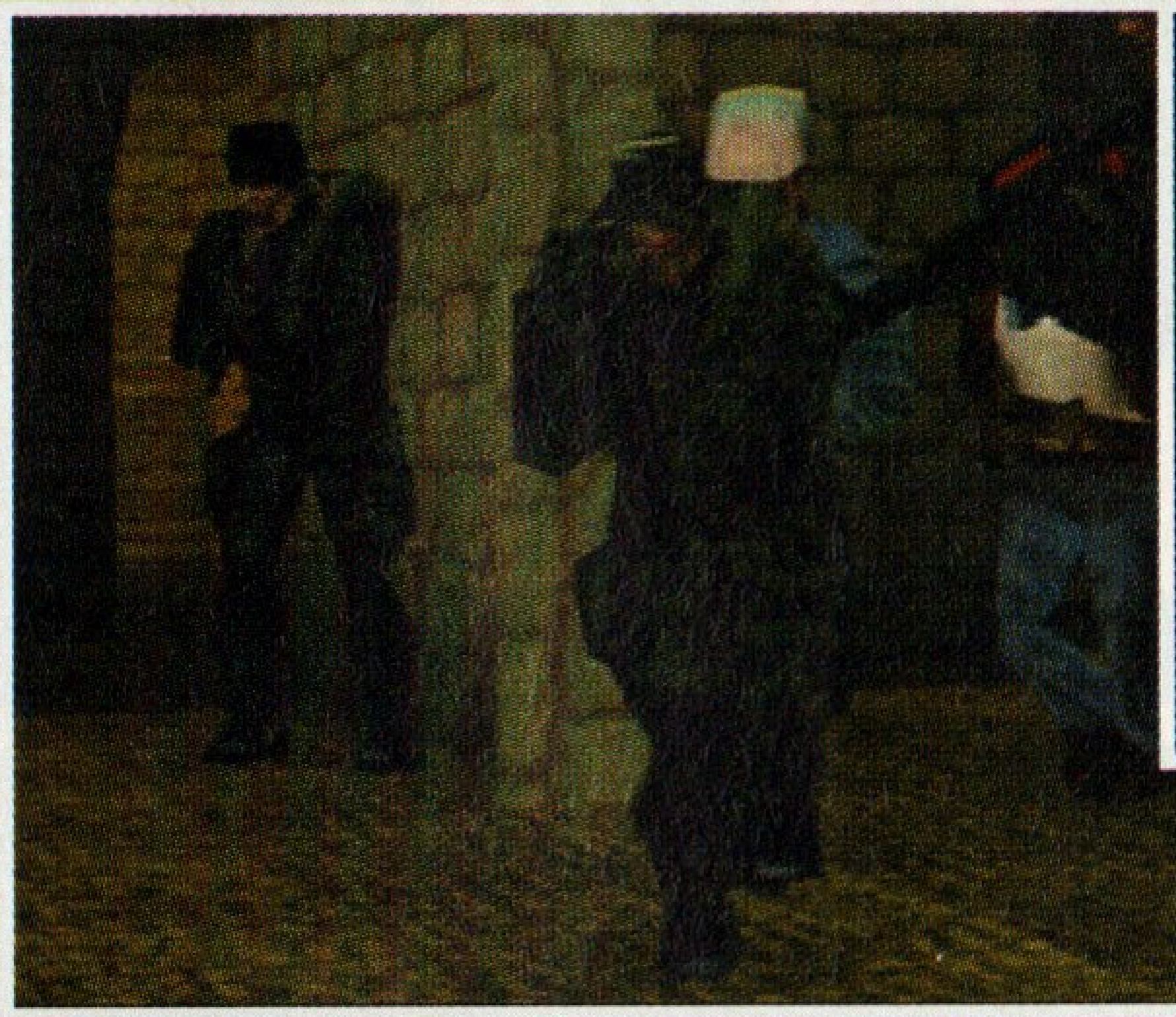


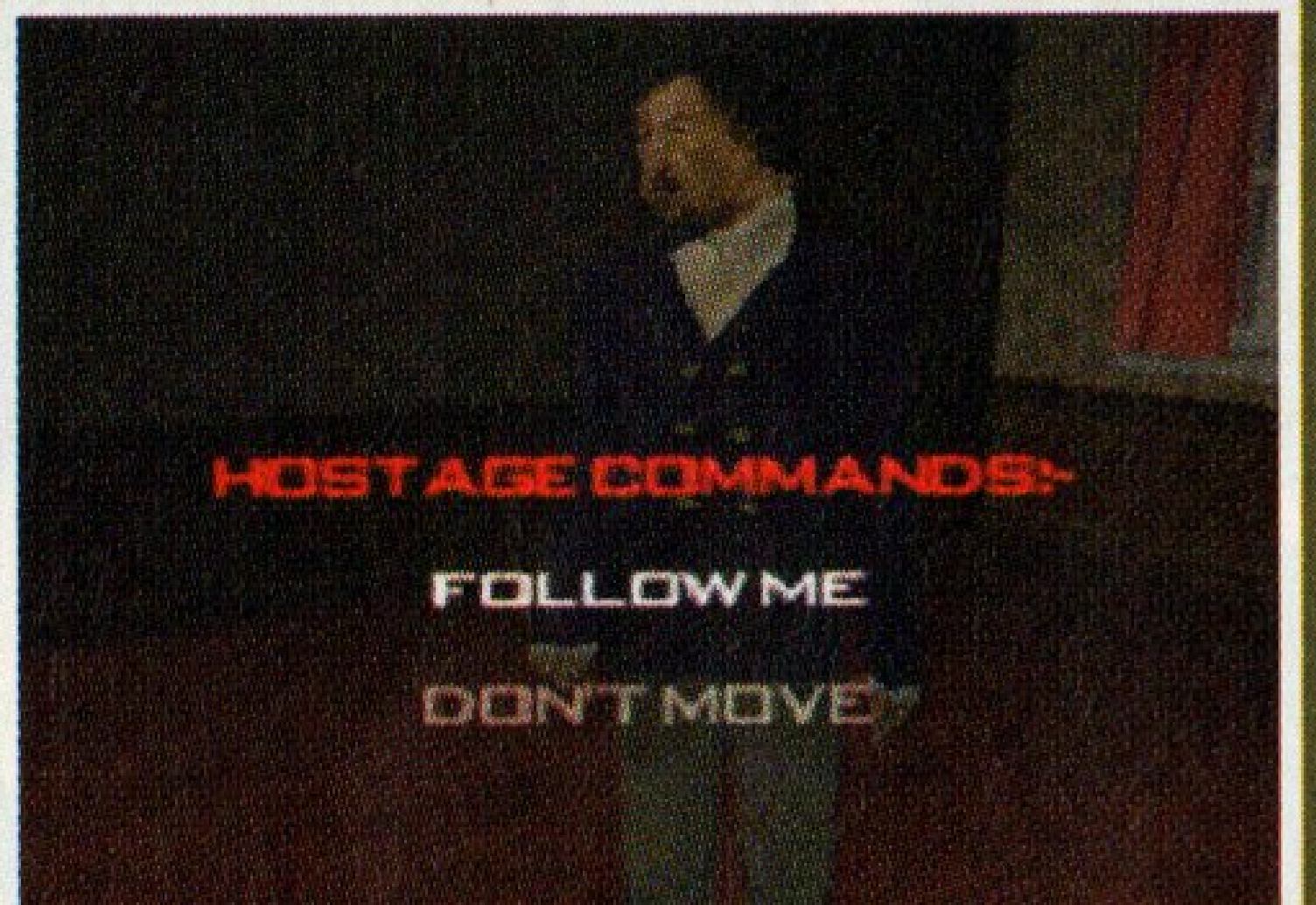
▲ Keeping your distance is always a safe option. You have to be quick though.

RAINBOW SIX

2 BRIEF ENCOUNTER!

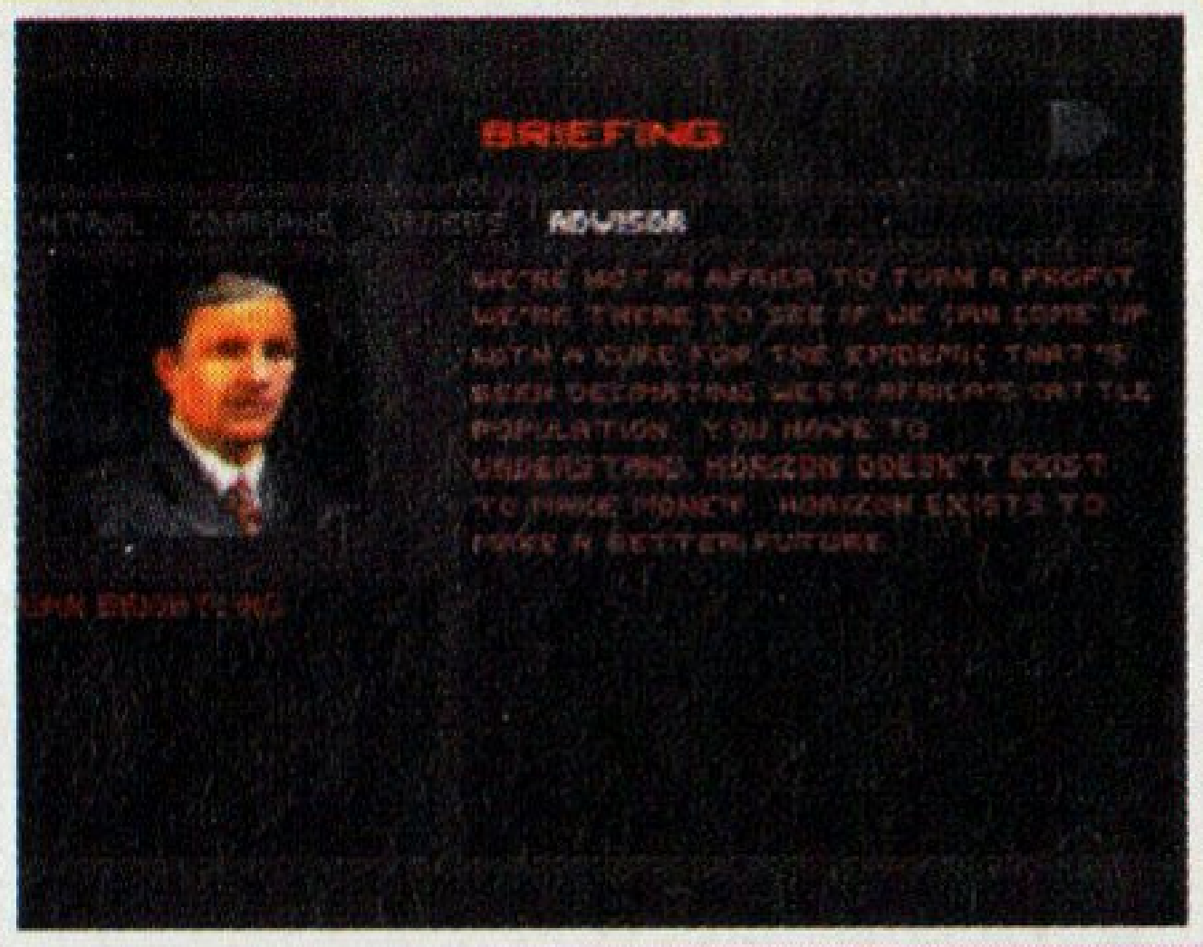
Only after a thorough briefing can you hope to complete the missions while remaining sensitive to the nature of the situation. Or you could just go around shooting things…



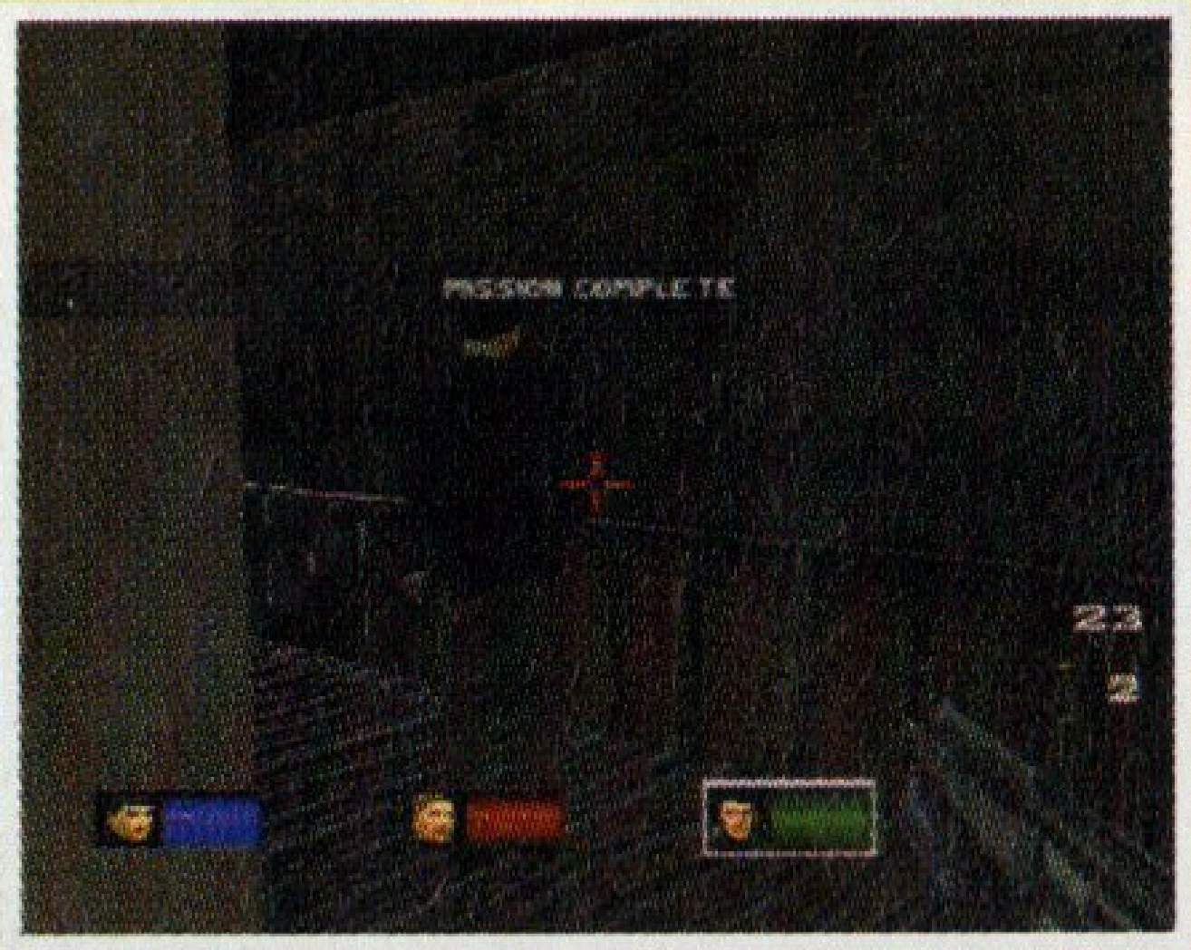


◄Using the analogue buttons you can communicate with the hostages. While you can't discuss the weather you can tell him what do in order to prevent him getting shot.

◄To rescue hostages it's a case securing an exit route and once they're out the door they'll do the rest themselves.



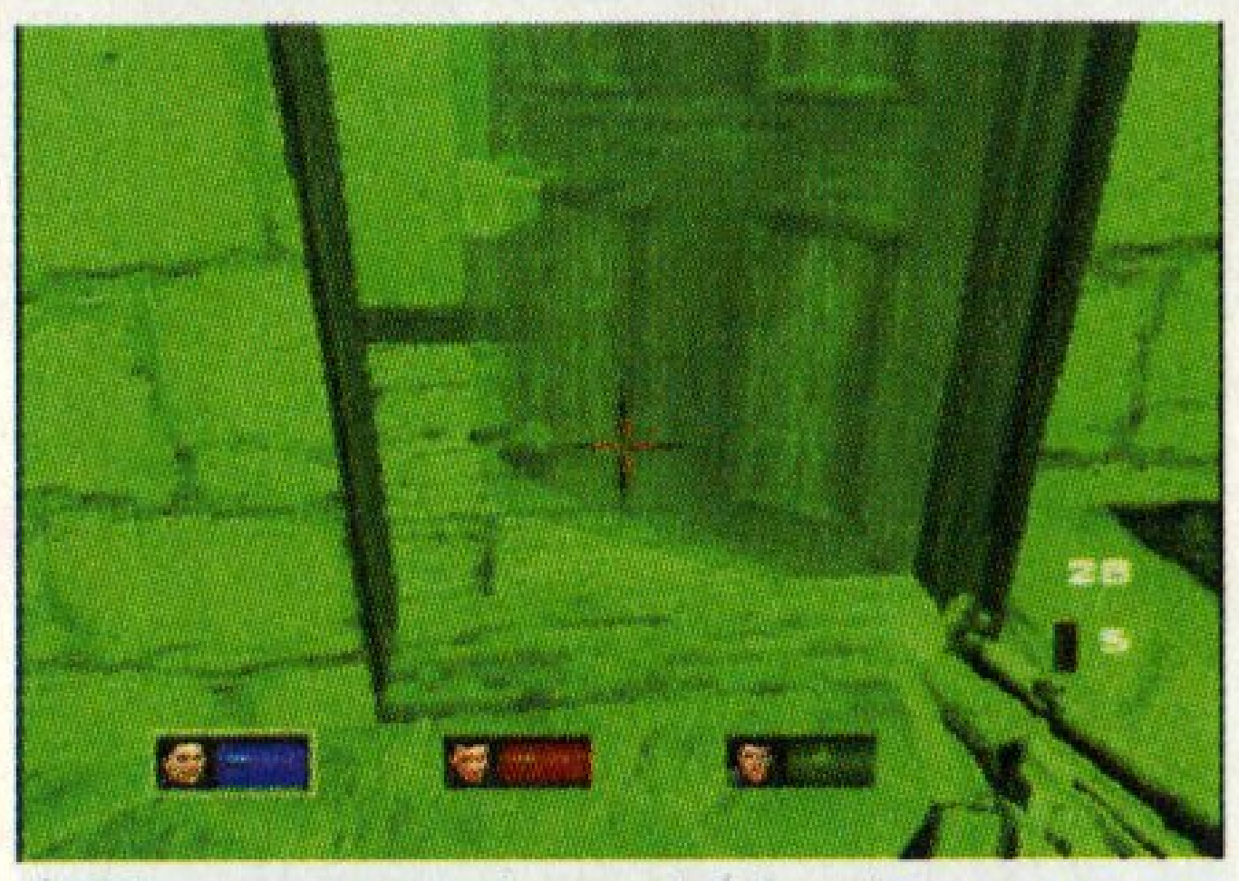
▲ To add at touch of spice there is always a political background to each mission.



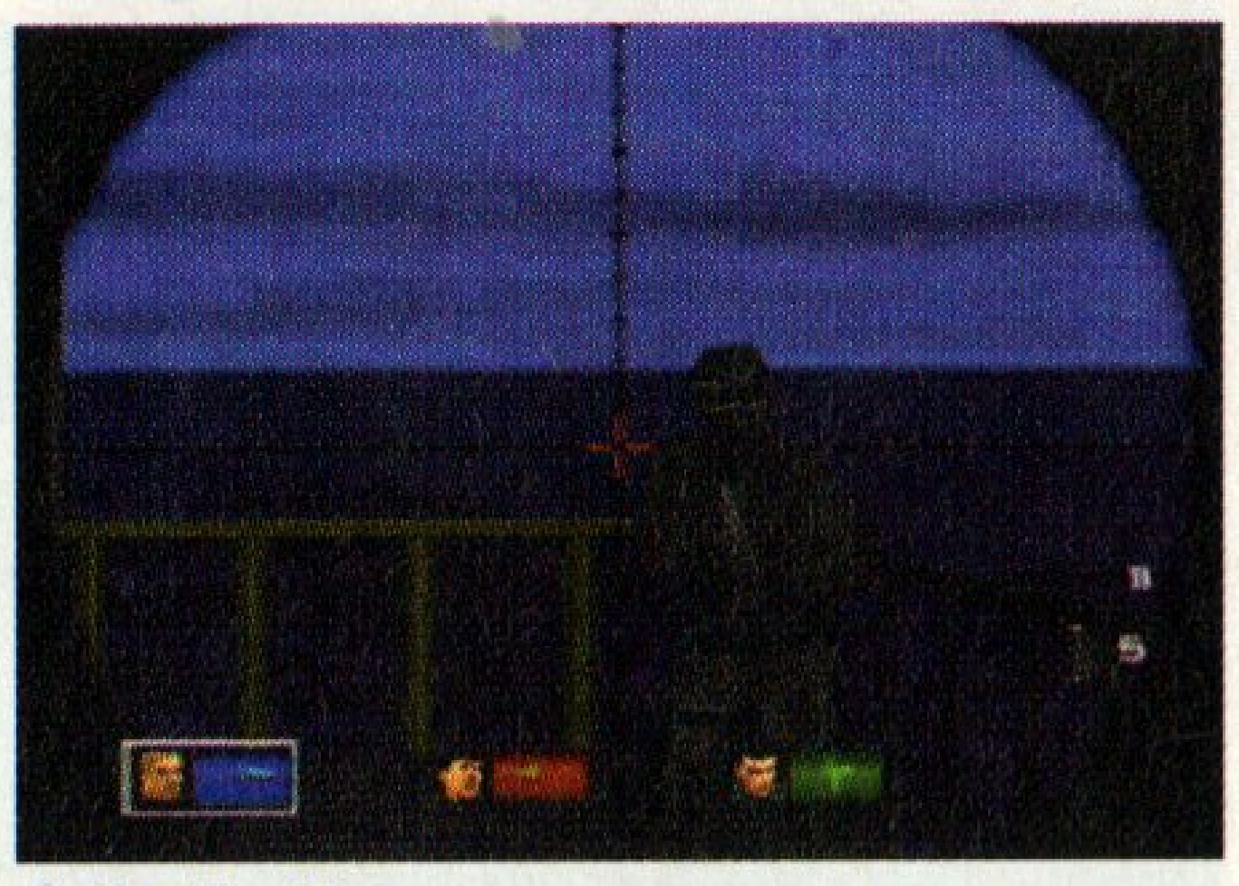
▲ The first few levels don't take much thought – just a case of door opening.

DISARMING BOMB

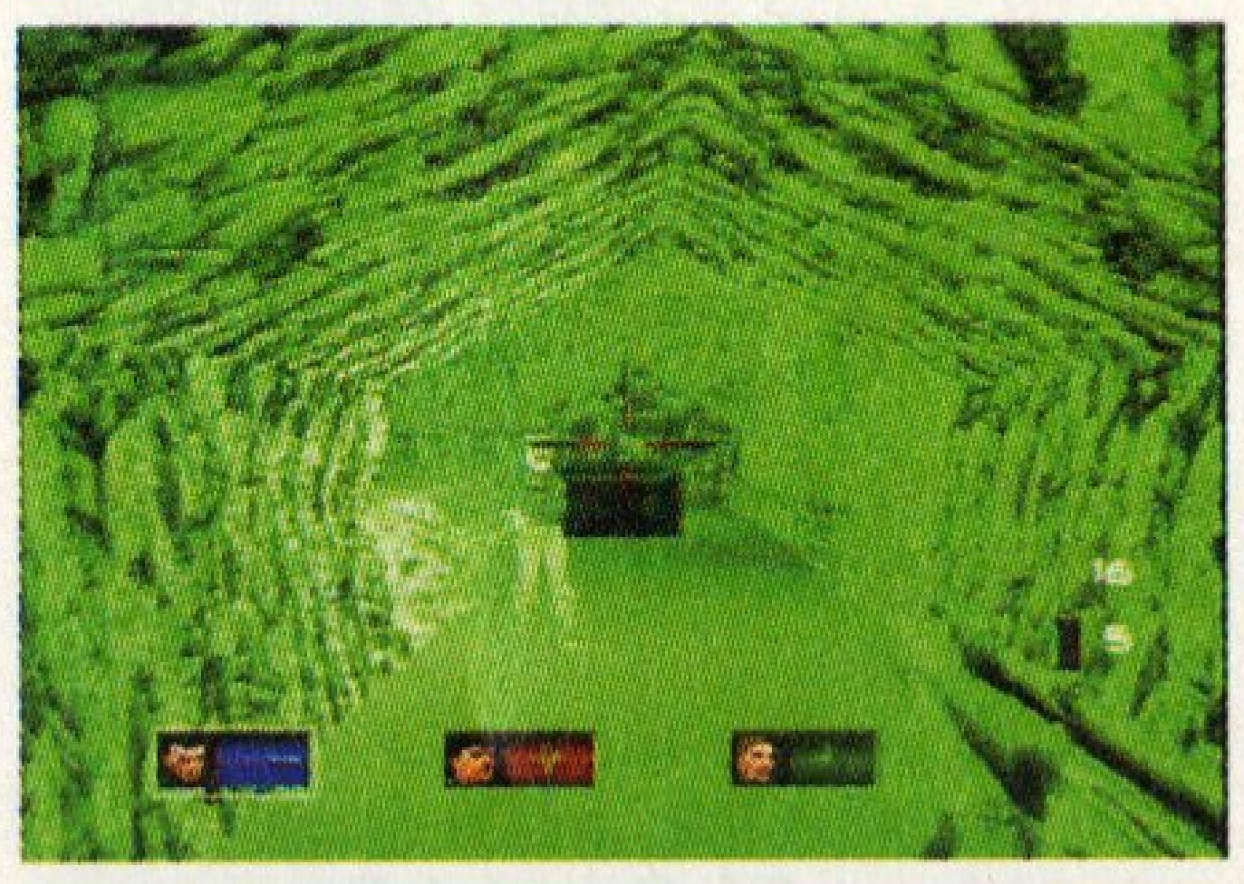
▲ Make sure you have your explosive expert handling the defusing.



▲ Lime green paintwork? Lord have mercy, when will those terrorists learn?



▲ You'll often come across your own team members. Tip – don't shoot them.



▲ The environments become more and more varied as the game develops.

The first big test is mastering the controls. The analogue nobs are responsible for movement and aiming. D-pad diehards will find the co-ordination difficult at first, also on the default setting the fire button is R2, which isn't the first place you'd leap to when confronted by an enemy.

But once you're more familiar with the controls sweeping the rooms and securing areas becomes a breeze and you're ready to become a bit more strategic. During the operation you can swap between your three men who also defend themselves when left alone. You have limited ammo and armour so the combat requires a precise subtle approach rather than blasting your way through areas.

PROBLEMS

Unfortunately, a lot of this good work is undermined by several shoddy elements. First the AI. Despite being international terrorists capable of ransoming the world, they have problems fighting people that hide round corners. Secondly, the graphics don't do the gameplay justice as they are particularly blocky and bit scruffy. What doesn't help is the actual environment design. I know military bases and terrorist hideouts may not be the most stylish of places but the the room's contents are really dull. The majority of your time will be spent skipping through almost identical rooms and getting lost due to the similarity of the interiors. (Thankfully the map function is retained.)

This is a game worthy of your attention that really tries to draw you into the suspense and atmosphere, but you are continually kept at arms length by the uninspired conversion that reveals many of the PlayStation's shortcomings. Could have been a contender.

> “TEAM MEMBERS CAN PACK A COUPLE OF WEAPONS PLUS EXTRA AMMO, EXPLOSIVES, LOCK PICKS AND BOMB DISPOSAL KITS.”

JUDGEMENT

PRESENTATION

The graphics rarely rise above being adequate and many of the briefing screens are just baggage.

GAMEPLAY

Tricky to get used to but once mastered, there's a mountain of enjoyable gameplay to discover.

LIFESPAN

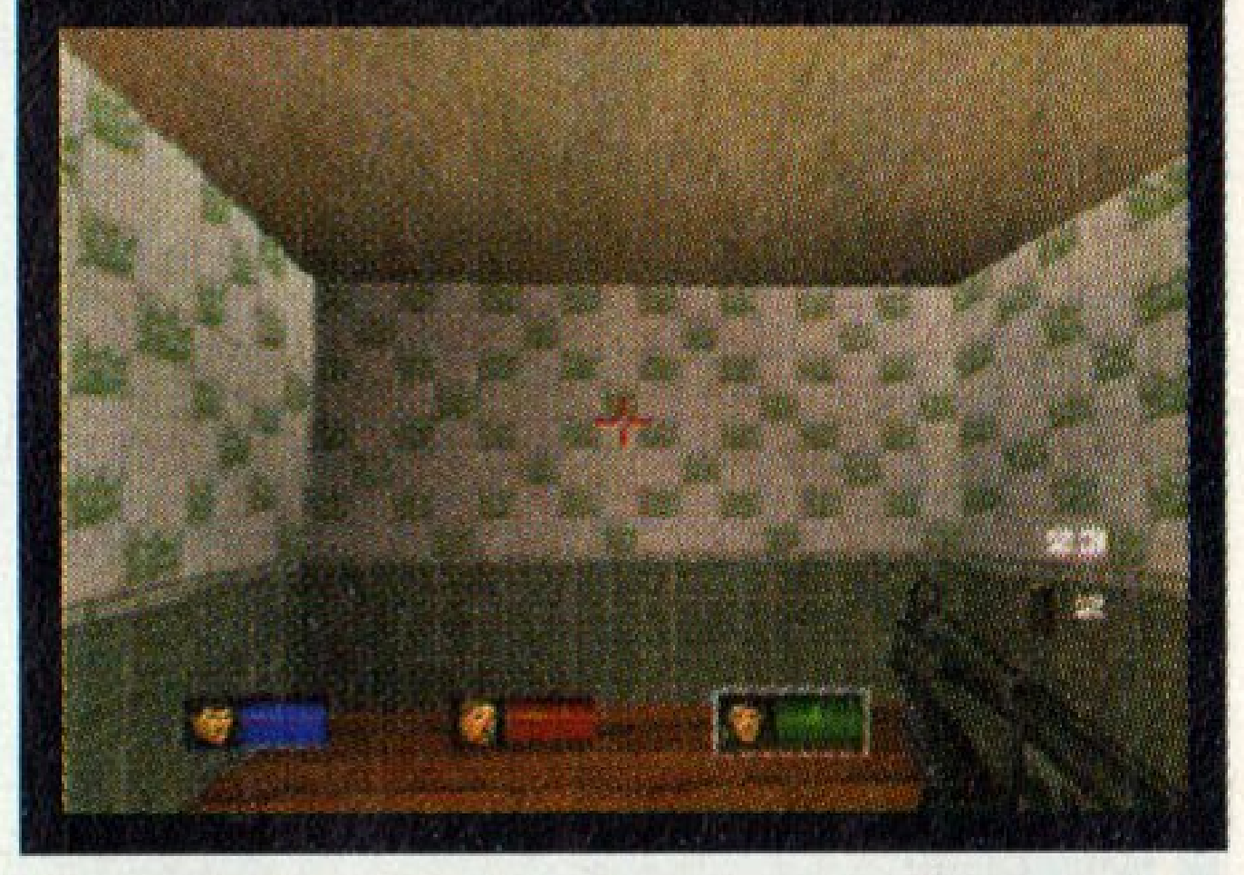
The learning curve is well crafted, but it's a tad too repetitive to offer any real replay value.

THE BEST BIT

Picking off an unsuspecting guard using the sniper mode with your silenced berretta. Sweet.

THE WORST BIT

The functional graphics. Never have men looked so 2D, never have environments look so dull.



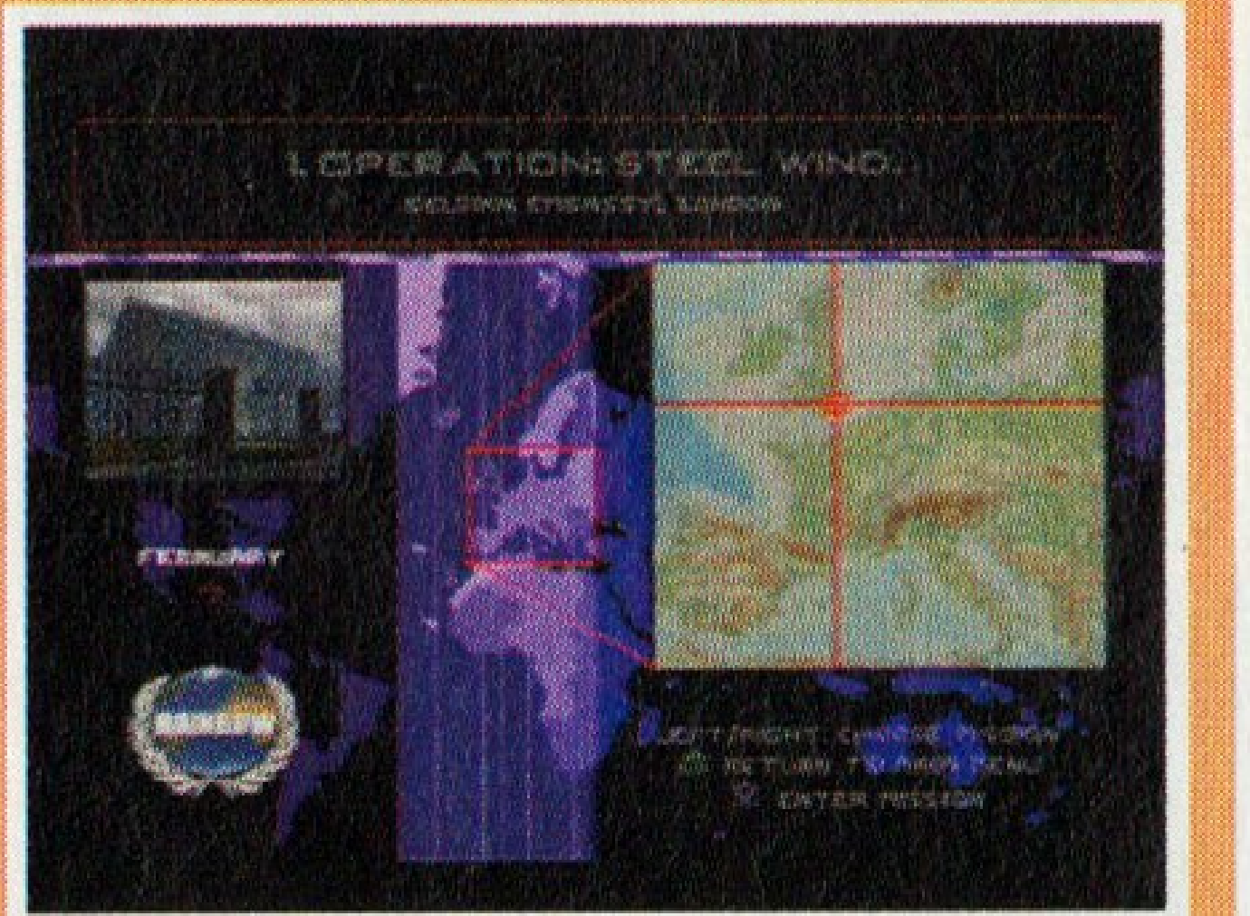
Full of good ideas, convincing ambience and subtle gameplay undermined by not too spruce a conversion. Arse.

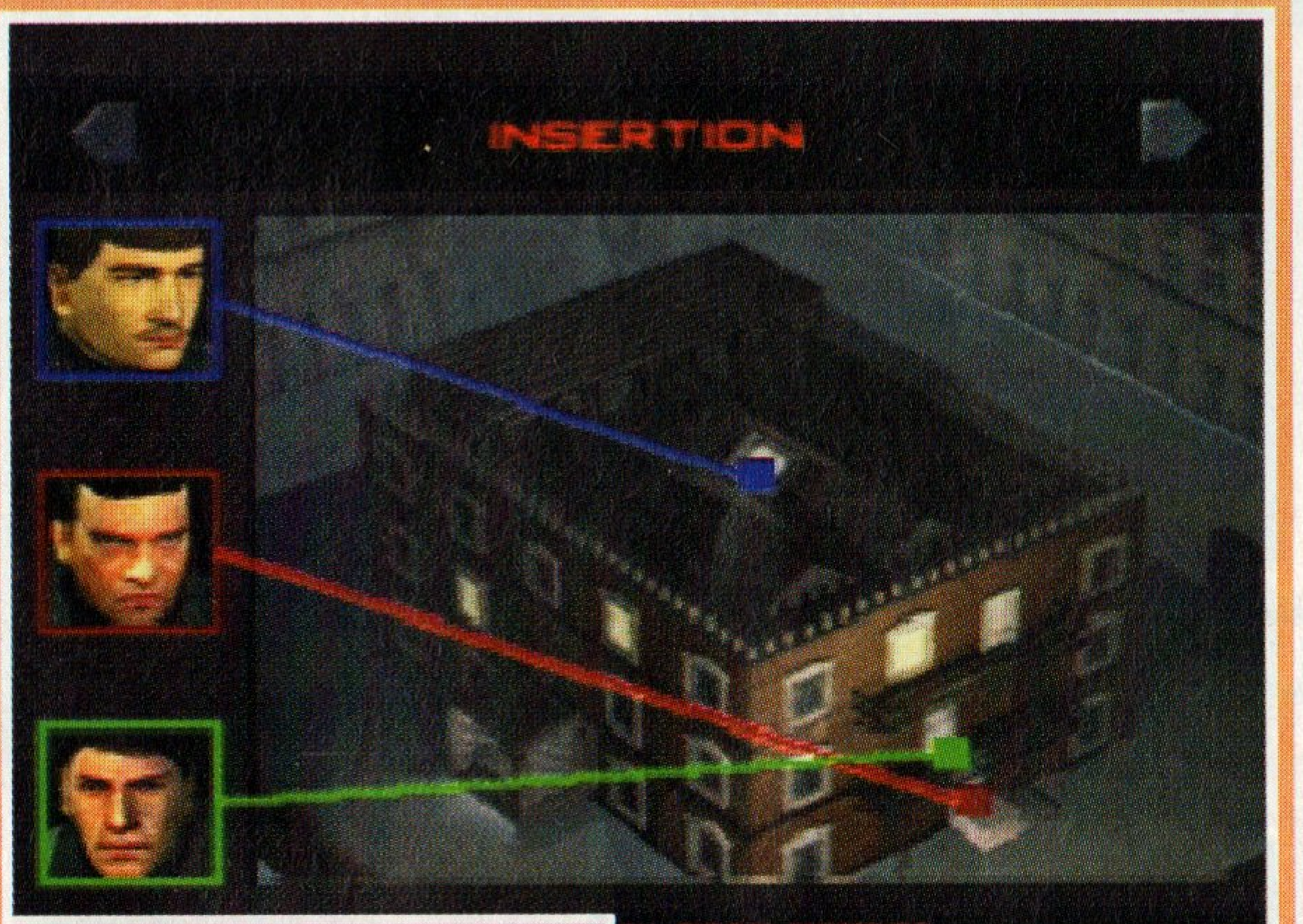
72%

If you like this…
Have a crack at *Syphon Filter*, *Goldeneye* or the first-person stuff of life called *Quake 2*.

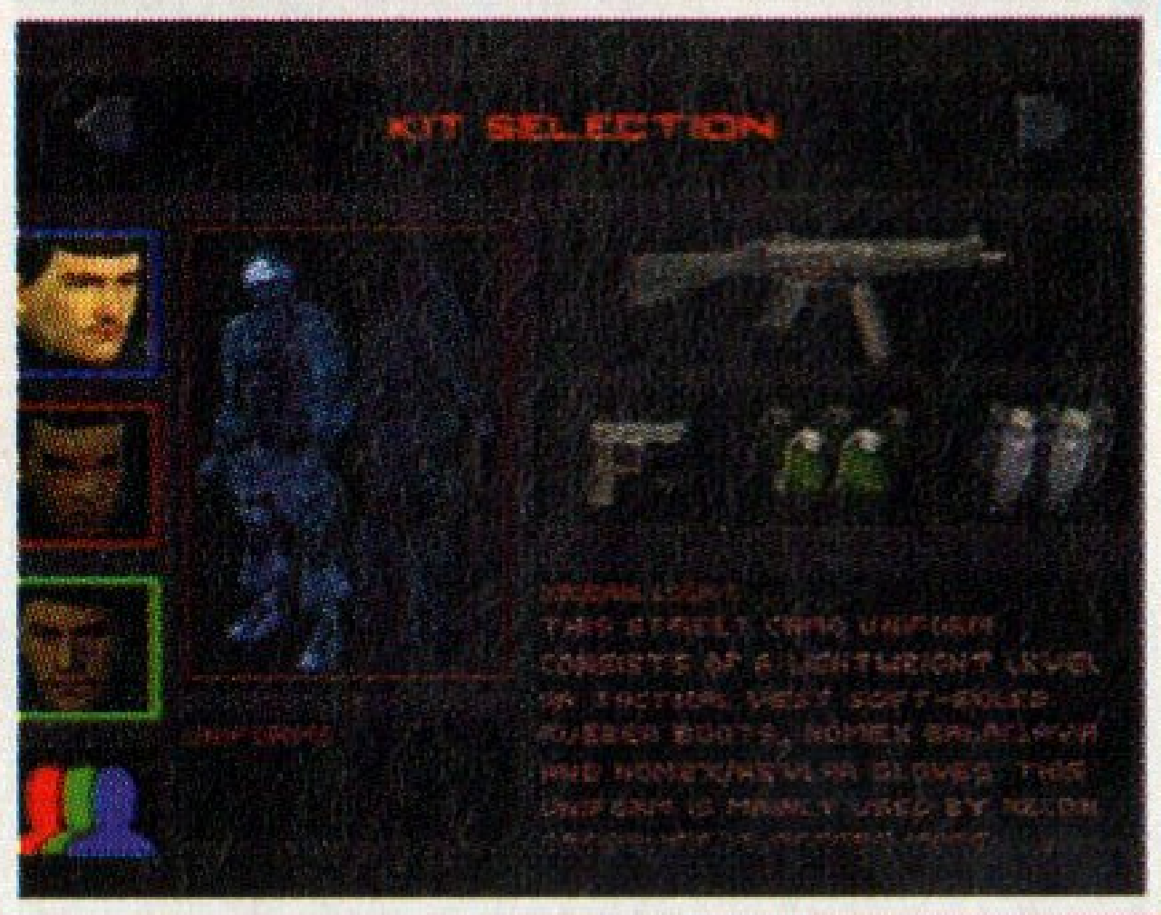
3 BE PREPARED!

As you plan your mission you get to choose your costume. There isn't too much in variety, but they do some wonderful things with grey, green and pockets. Then it's all about your entry. Often it is worth having two members going in the same opening.





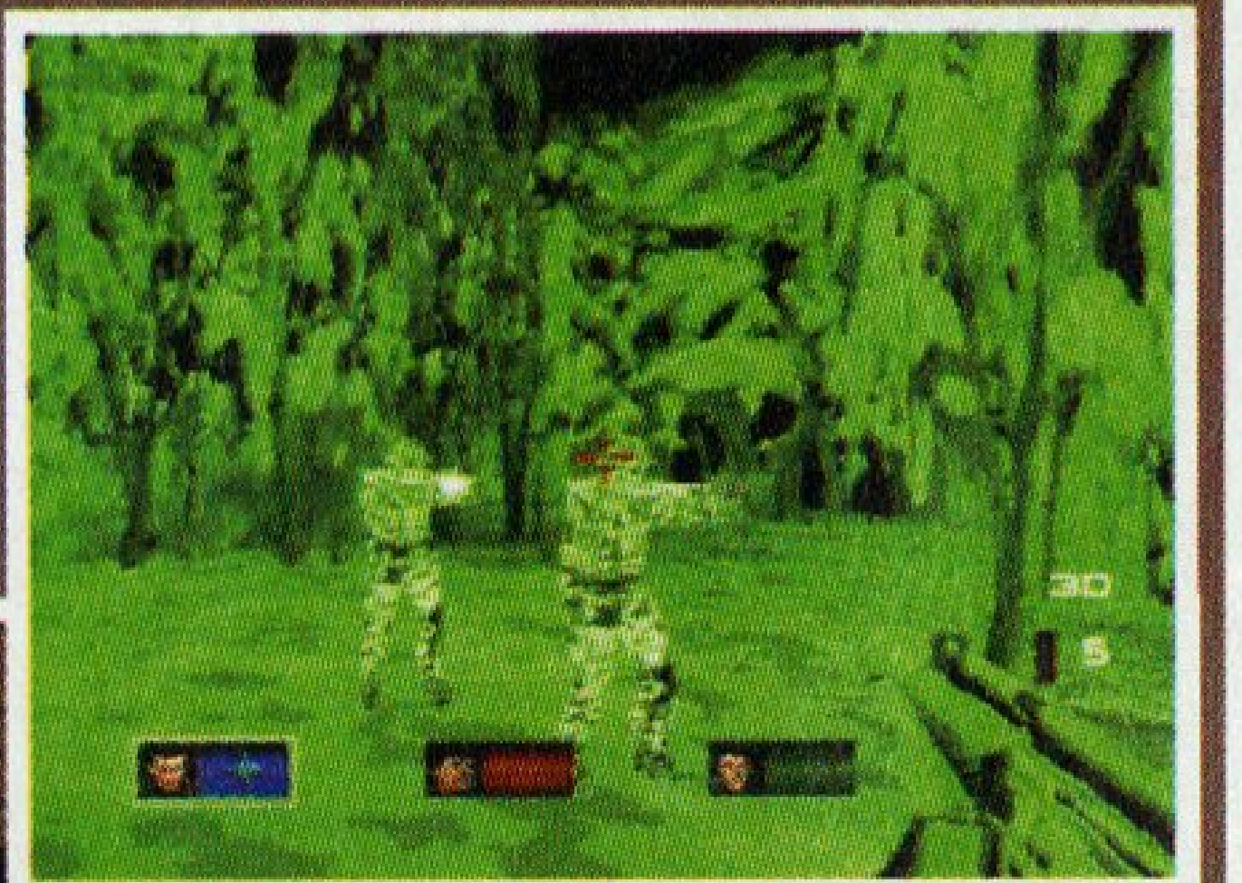
▲ The rest of the window cleaners were none to happy when their boss picked the top floor. Lazy git!



◄The big questions – what statement am a I making with navy blue? Have combat trousers lost their cool?

4 I'VE GOT YOU BABE!

While you might hit enemy bases from three separate points, it often helps to have your friends around you to help defend and remove anyone you might have missed.



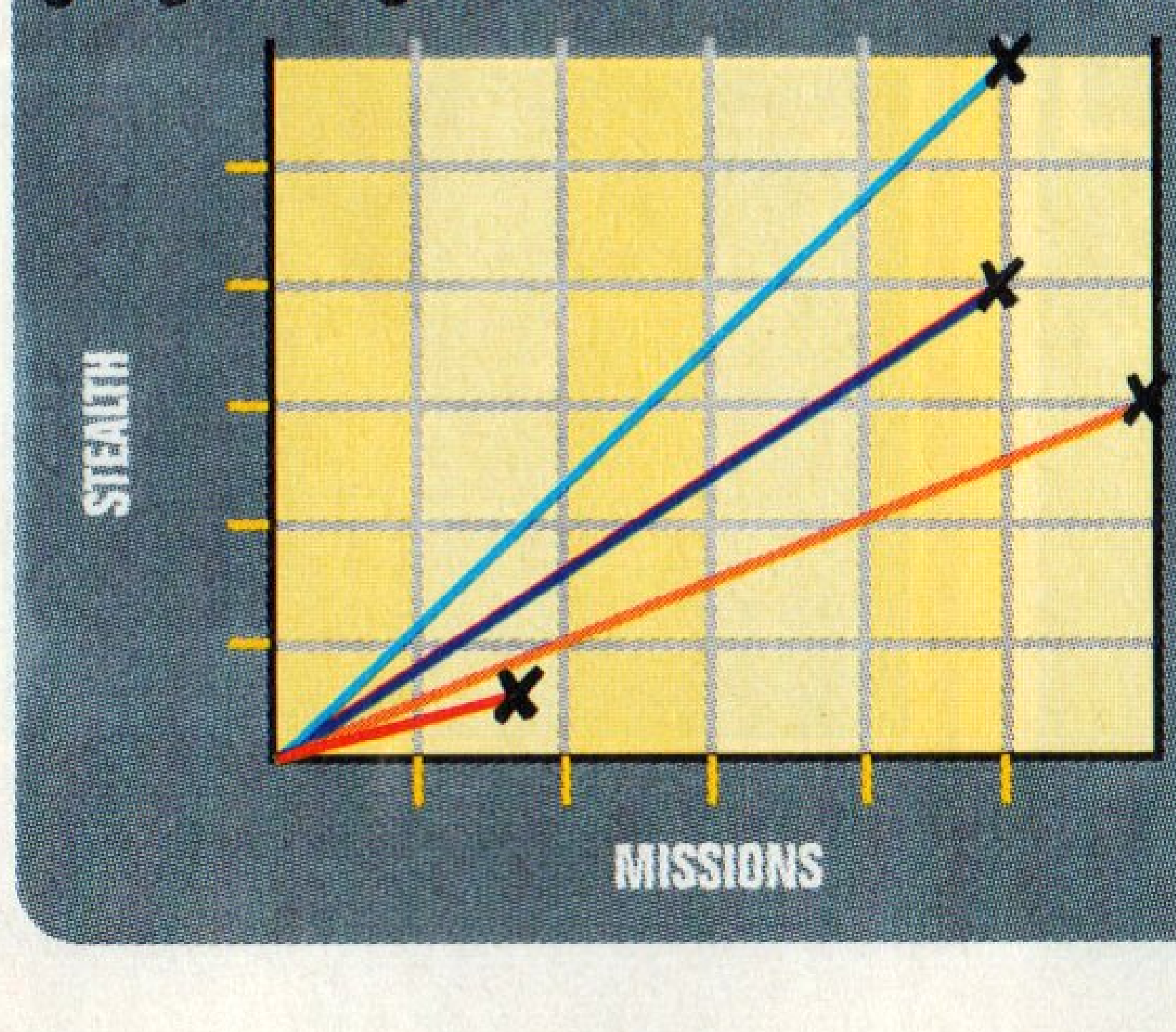
► The other team groove through the jungle, clearing the way for you.

▲ While looking for the exit the others can protect the hostages.

► Keep a team member close and he'll look after himself.

THE WHOLE WORLD'S A RAINBOW…

Everyone loves a bit of sneaking, so how does Uncle Tom's gang fair against the Snake, Gabe and Bungle?

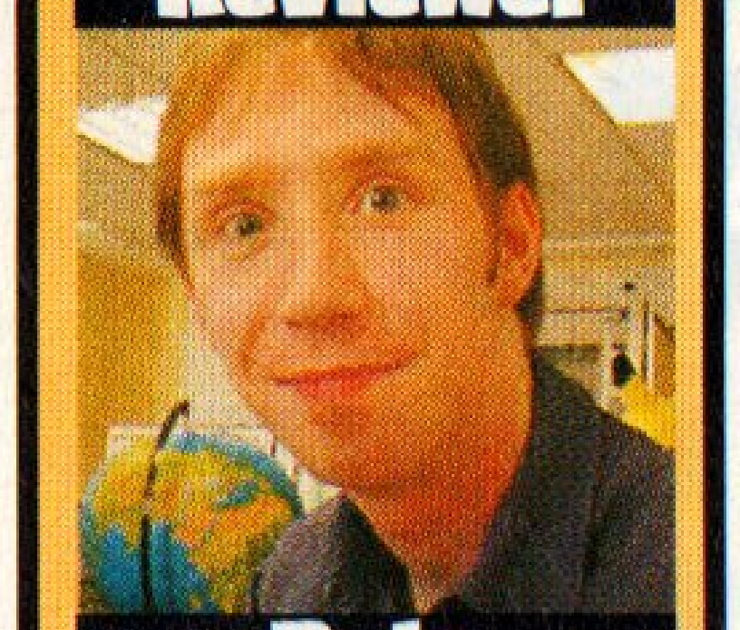


KEY:
RAINBOW SIX
METAL GEAR
SYPHON
RAINBOW

Nothing beats the Snake for sneaking, but it all depends how you handle him.

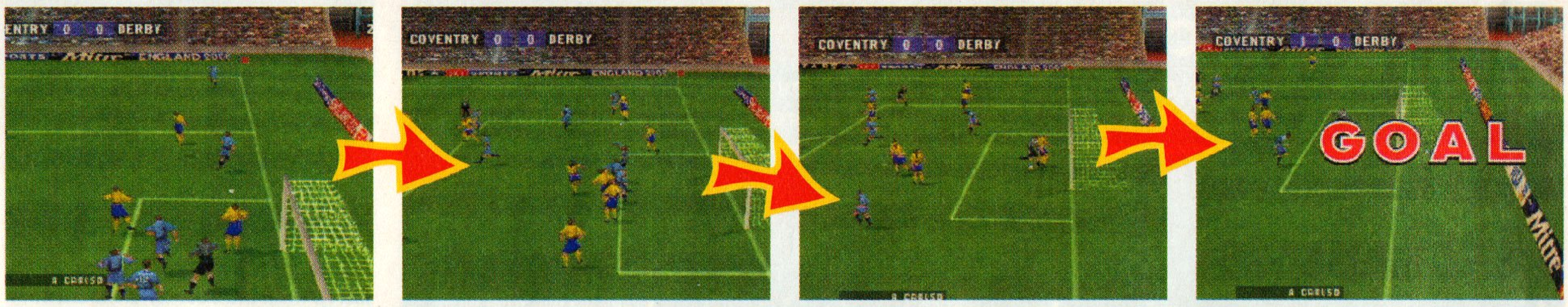
DATA ▶ **FORMAT REVIEWED:** PLAYSTATION **OUT:** OCTOBER **PRICE:** £40 **DEVELOPER:** ELECTRONIC ARTS
PUBLISHER: ELECTRONIC ARTS **CALL:** 01753 549 442 **PLAYERS:** 1 **OTHER FORMATS:** TBC

PlayStation
Reviewer

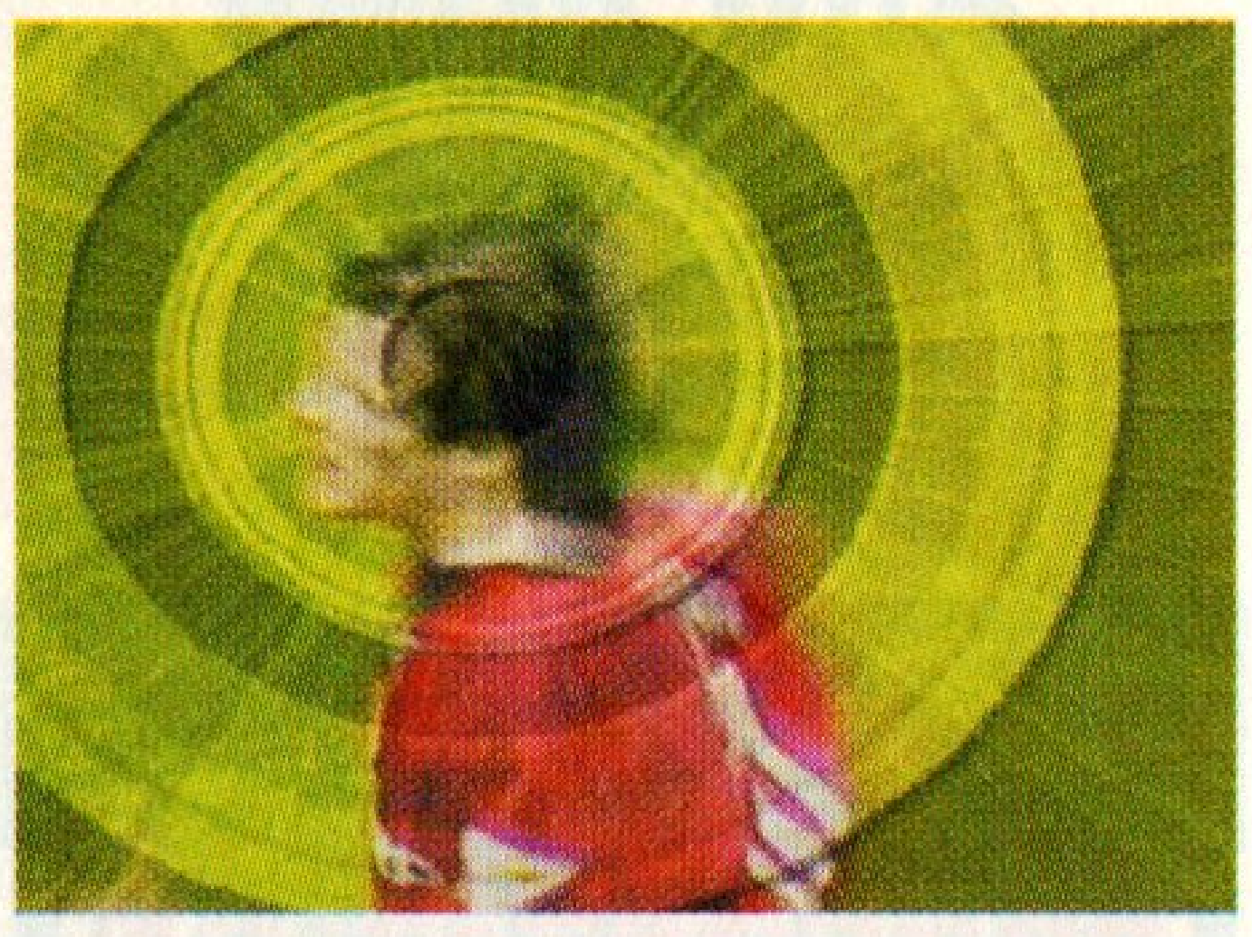


Pete Wilton

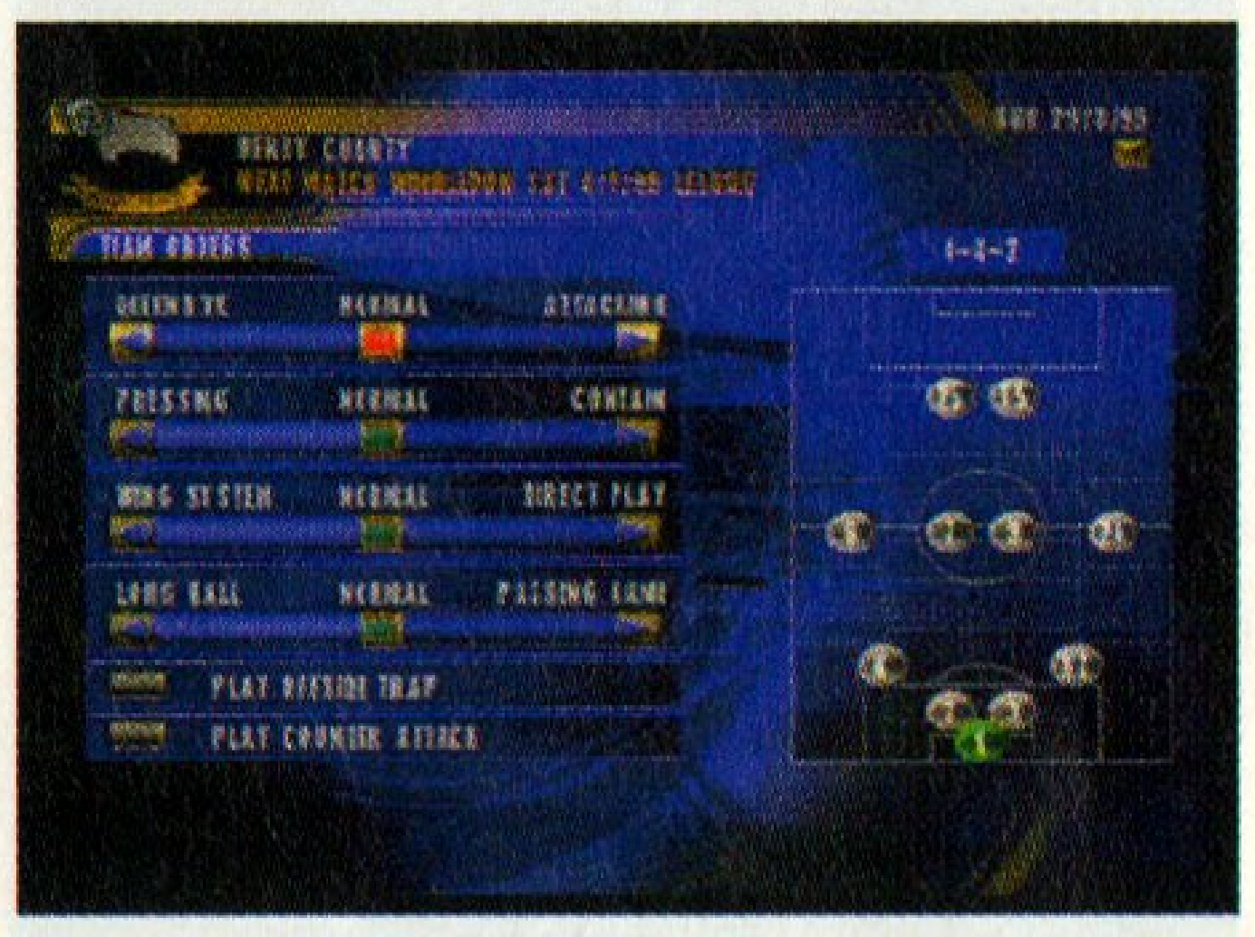
A manager for *FIFA*-lovers or another case of menu-itis? We squeeze the football milk from EA's babber.



FA PREMIER LEAGUE MANAGER 2000



LEEDS 0 0 DERBY



▲ The tactical options are strange. These sliders represent strategies. Allegedly.

Play *FA Premier League Manager 2000* and you'll get the feeling that you have wandered onto the set of Walking With Dinosaurs.

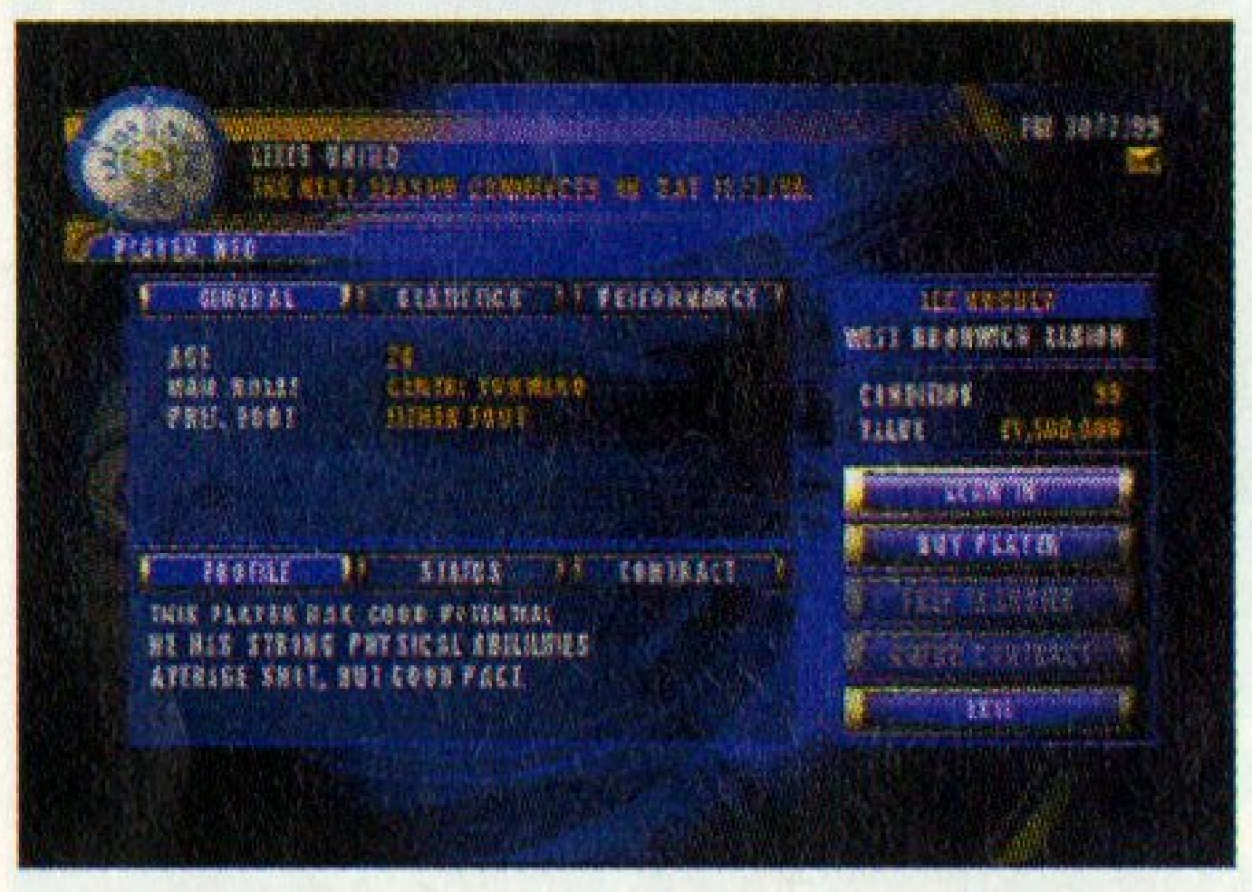
Not that EA's latest looks that prehistoric. The menus are passable and the action screens, nicked from *FA Premier Stars*, are a lot more detailed than you might expect. Choose to watch a game and your blokes run up and down the pitch, passing, tackling and scoring now and then.

But beneath this surface sheen is gameplay that's slower and more frustrating than trying to teach a Diplodocus draughts. Basic things like swapping players around and seeing who's hot and who's not are scuppered by treacly, illogical controls and stats that rarely tell you what you need to know about your team.

While there are plenty of options, like the chance to build hotels and training complexes for your club, more important matters like team selection and training are a nightmare to tinker with. You might be able to see that your left winger is rubbish at passing or tackling but with a schedule that only features 'Technical', 'Physical' or 'Character' training how exactly you're supposed to improve this ability remains a complete mystery.

While off the pitch *FA Manager 2000* is far from smart, on it the gameplay has all the brains of a Catchphrase contestant! While goals and assists are listed, there are no stats for passing or tackling plus no means of changing formation!

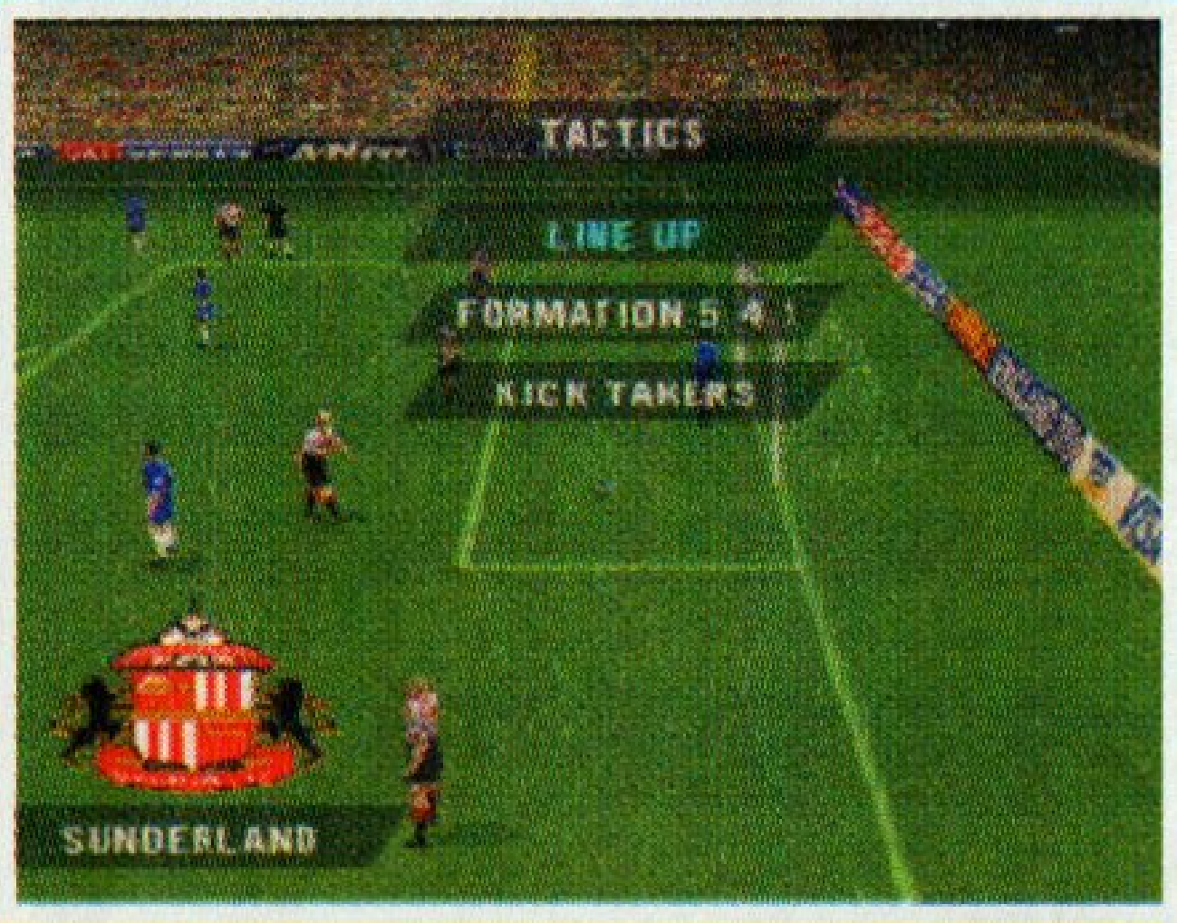
It may not be the worst management game ever but it still makes far too many basic errors and without decent tactical options, realtime play is useless. All in all not nice…

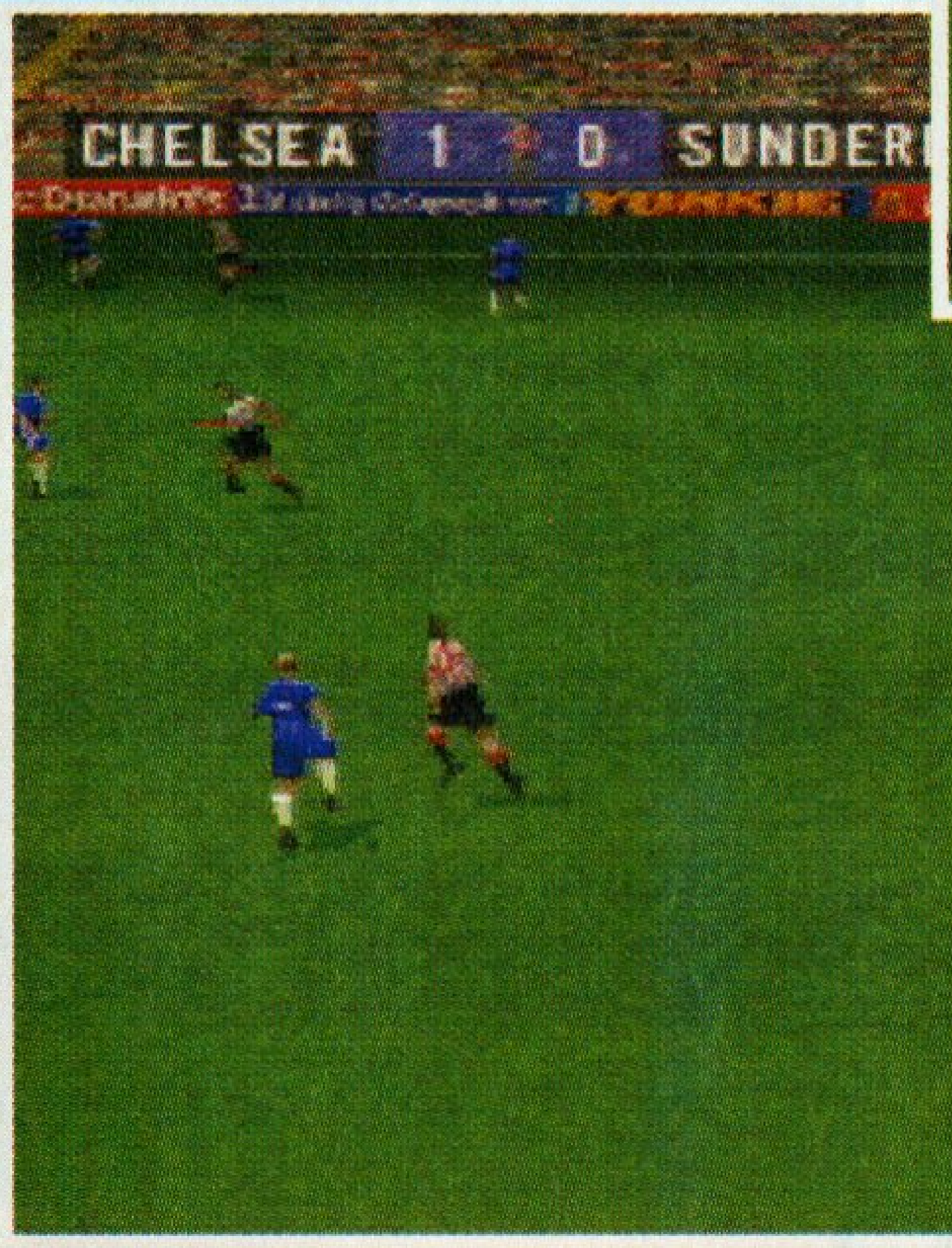


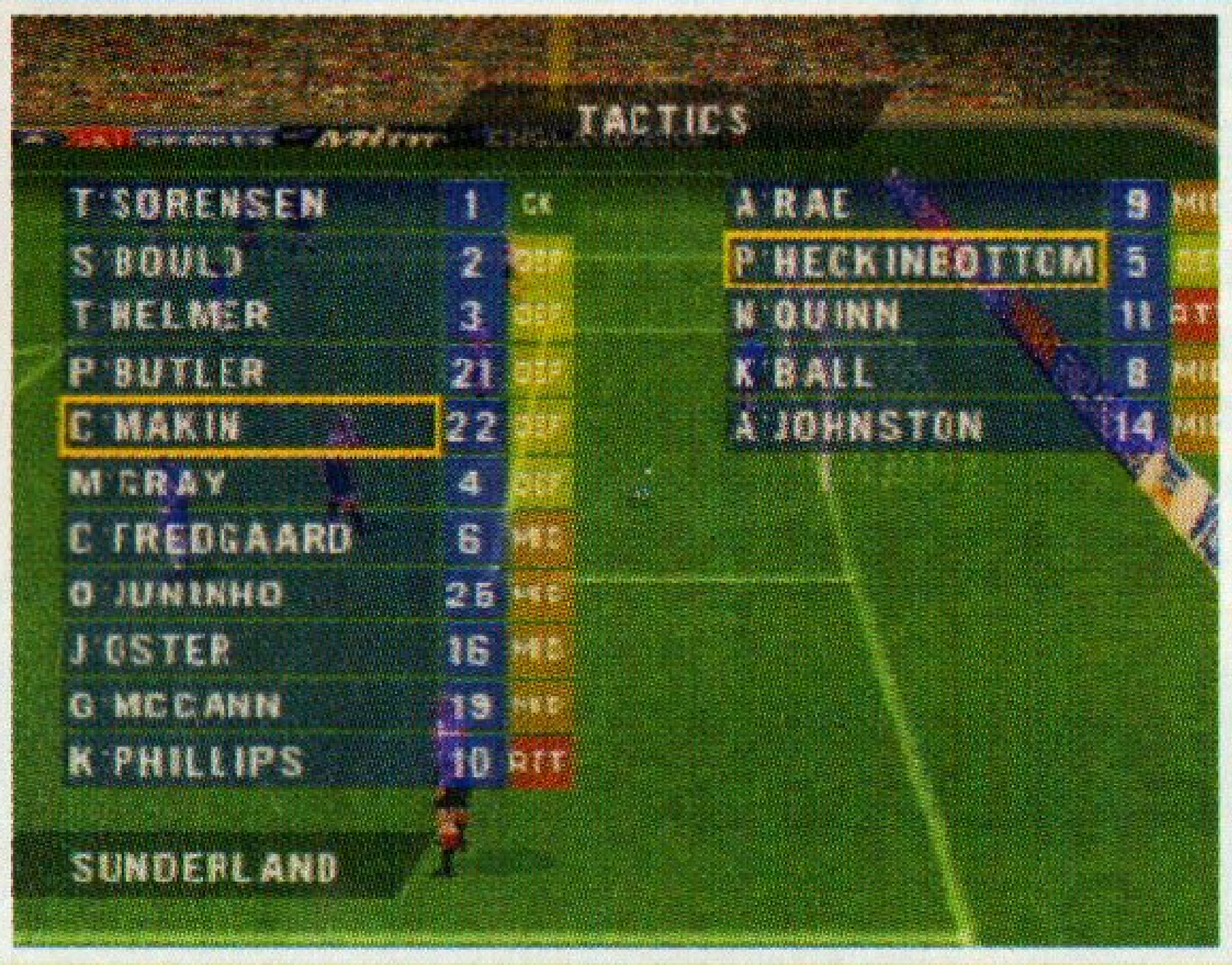
▲ This stats screen is all very well, but it's hard to compare your team members.

1 FOOTY BiMBO!

Like some footballer-infatuated mod-el *FA 2000*'s action bits look great until you try and get them to do something. You'll find you can't change tactics, swap players or even see decent stats. Bringing on subs is about the limit of your management abilities.







TACTICS

T SORENSEN	1	GK
S BOULD	2	DEF
T HELMER	3	DEF
P BUTLER	21	DEF
C MAKIN	22	DEF
M GRAY	4	DEF
C FREDGAARD	6	MID
O JUNINHO	26	MID
J OSTER	16	MID
G MCCANN	19	MID
K PHILLIPS	10	ATT

A RAE	9
P HECKINBOTTOM	5
N QUINN	11
K BALL	8
A JOHNSTON	14

SUNDERLAND

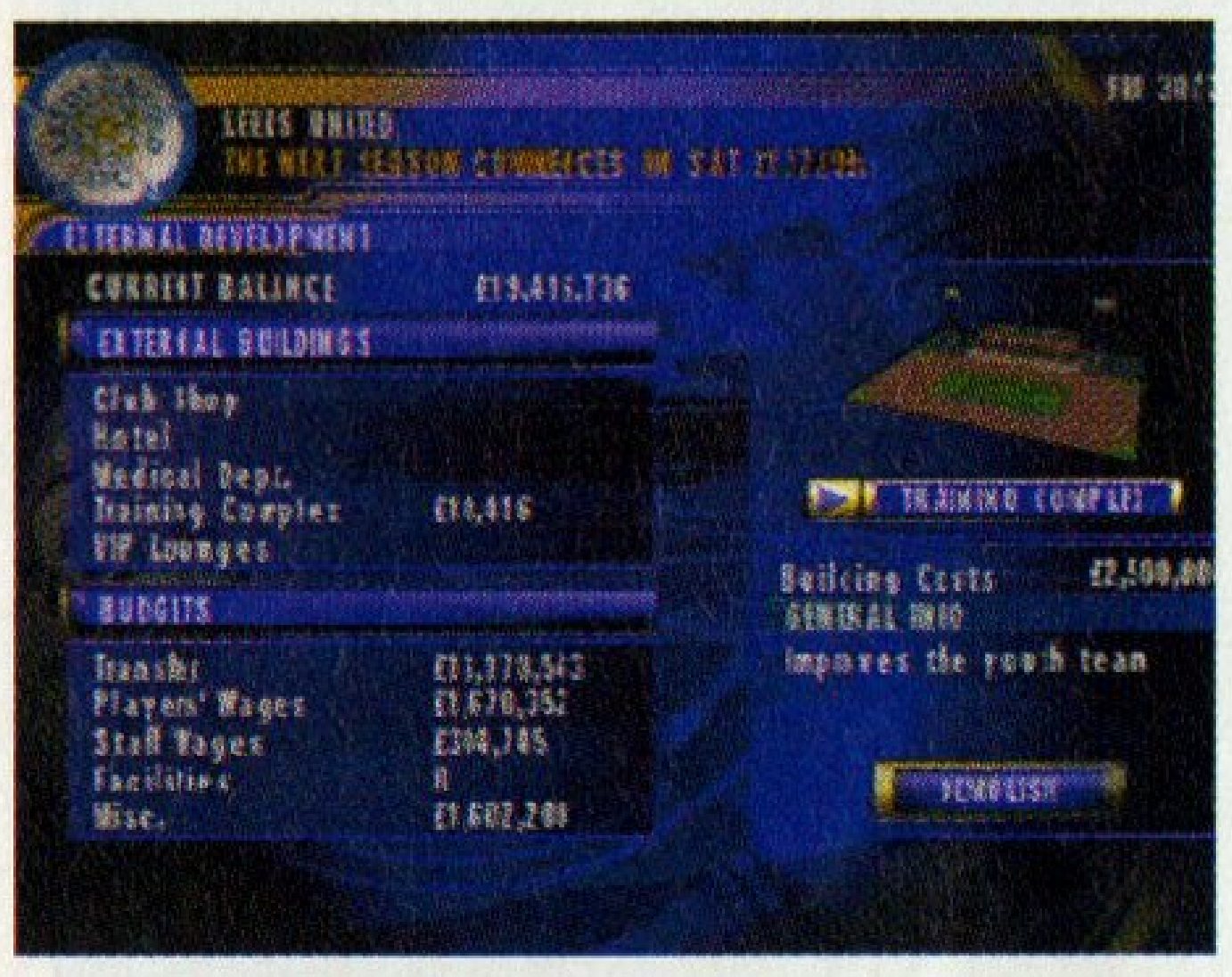
▲ The action segments look sexy-ish thanks to pilfering from *FAPL*'s stablemates *FIFA* and *FA Stars*.

◀ During a match your management options are limited. Bringing on subs and changing formation is about it.

LEEDS 0 0 DERBY

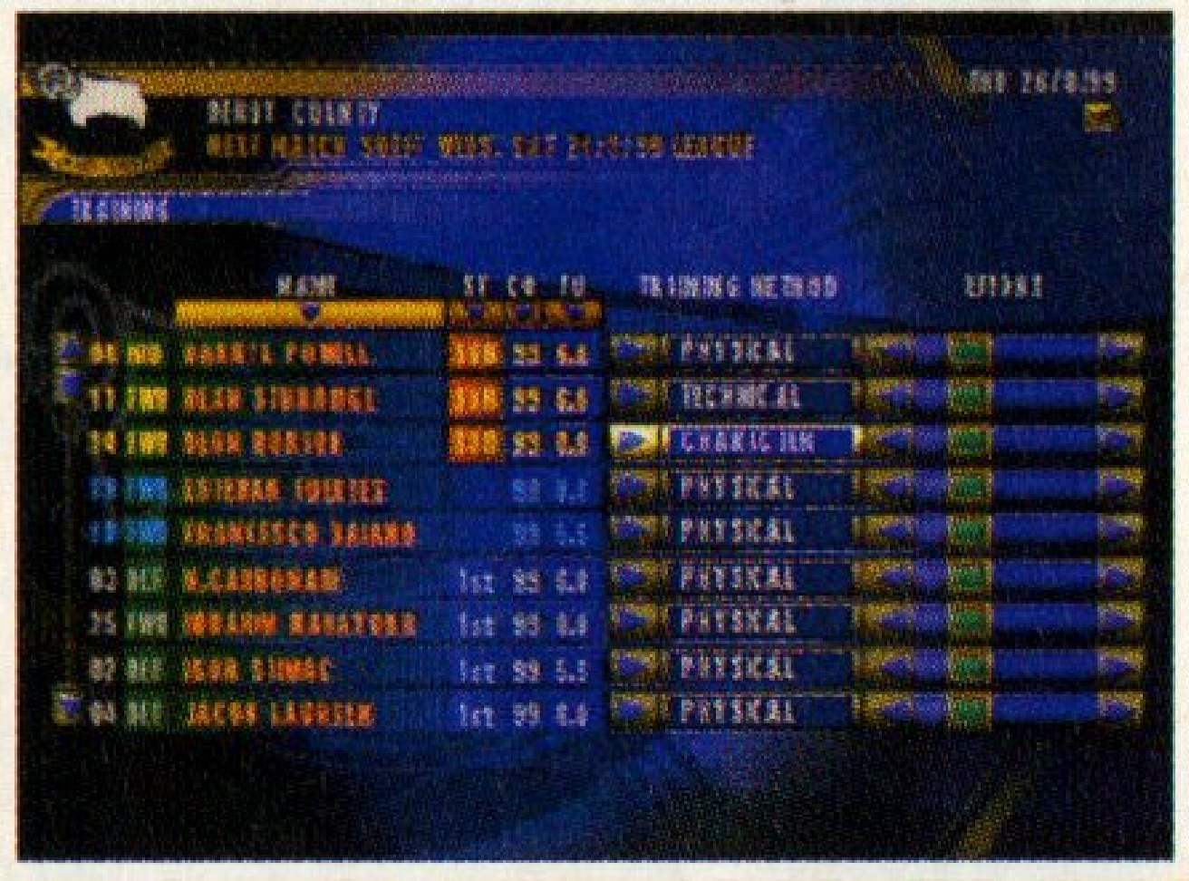
▲ Your strikers curse the heavens whenever they spoon it over the bar. DAM-NATION!

LEEDS 0 0 DERBY

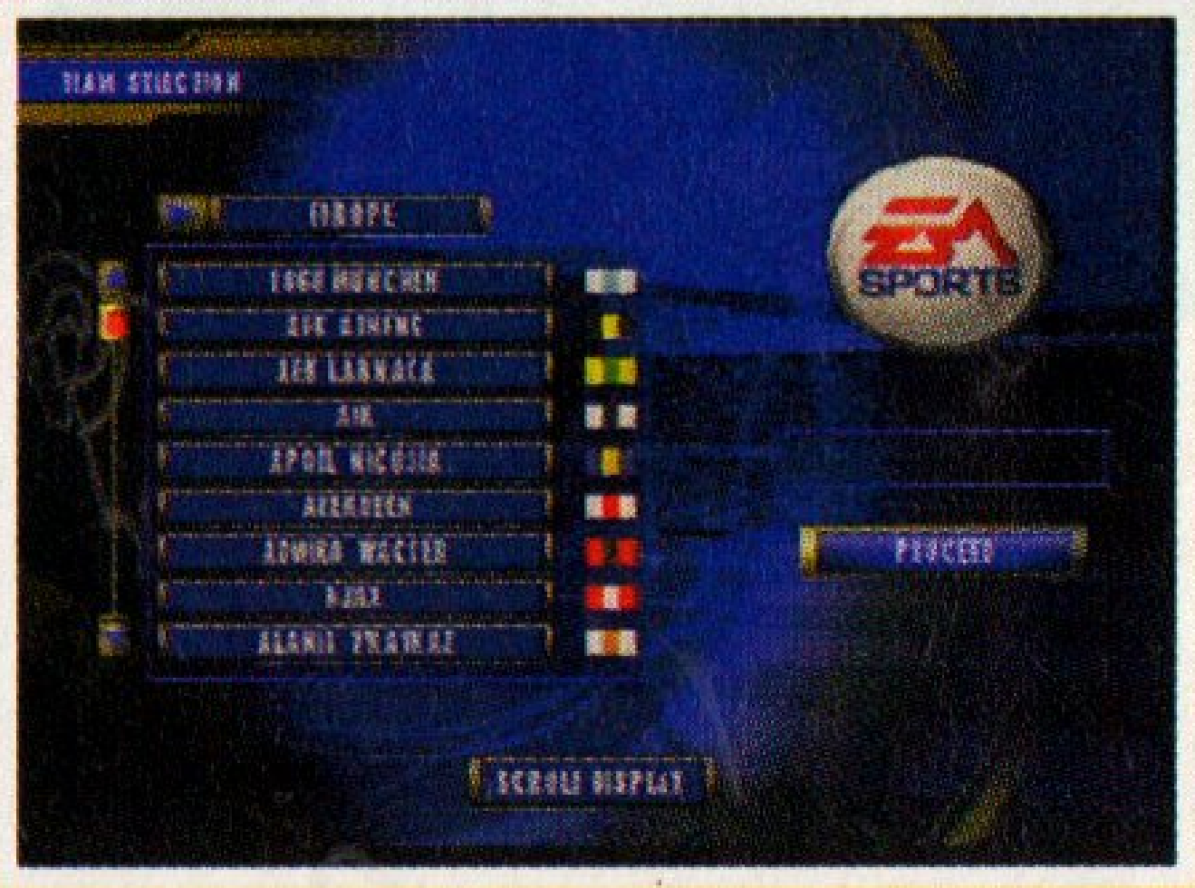


2 MeNU DU POOR!

While the standard menu screens are clunky and lack detail the training and search options are pure bobbins.



▲ Character? Physical? WHATONEARTH?! The training options are maddeningly muff.



▲ Try to sign a foreigner and you'll need to wade through loads of finnicky menus.

JUDGEMENT

PReSeNTATiON

While the action screens look slick enough, some of the menu options are extremely clumsy.

GAMePLAY

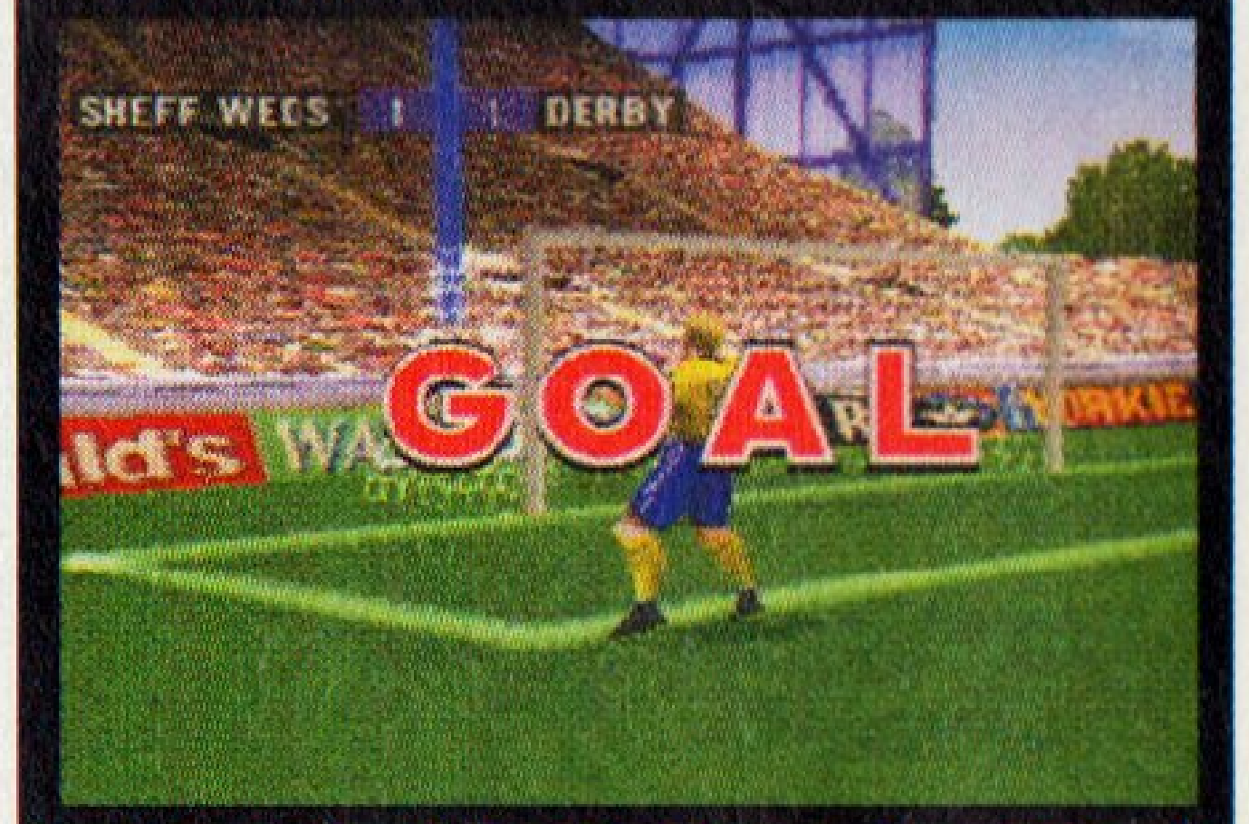
Tactically extremely weak, you'll feel completely helpless once a match begins. Not a good thing.

LiFeSPAN

All management games demand patience but this is more taxing than most. You'll last a season.

THe BeST BiT

Watching your new signing scythe through the defence and score a stonking net-burster.



THe WORST BiT

Realising you can't change your team's tactics during a game and that the action bits are misleading.

TACTICS
FORMATION 4 4 2
DERBY

EA seem to have forgotten that management games are about controlling things. Frustrating and unrewarding menu-twiddling.

58%

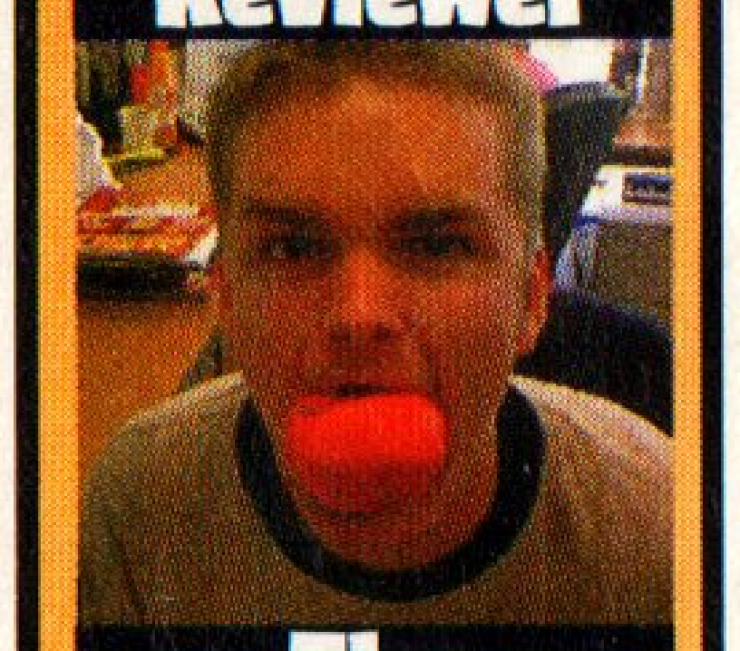
If you like this…

… but would like a management game that gives total control, then opt for the immense *LMA Manager*.

and
on
you
go
VITAMINS A-B1&6-C
ENRICHED BEVERAGE
Sunny Delight
reach for the sun

PlayStation

Reviewer



Tim Weaver

No Fear? Er, well, some actually. Especially when you find yourself alone in the middle of an African jungle with no brakes, a deep river and an evil computer opponent...

00:04.23
00:22.61
-00.7
00:43.74
00:17.31

NO FEAR DOWNHILL MOUNTAIN BIKING

Get a piece of paper and a pencil, go and sit down in the corner there, and scribble down what you'd like to see from a racing game.

Okay? Done? Right, well, chances are you'll have written some of the following: speed, powerslides, masses of tracks, gorgeous scenery and rally cars. What you *won't* have written, we'd wager, is 'spindly mountain bikes'.

When it comes to hardcore racing thrills, we rather suspect that getting on your Raleigh Apple and tanking it down a hill in Yorkshire doesn't come high up your list of wants. And with good reason. Mountain biking is just, well, *mountain biking*, isn't it? A mountain biking game... well, you might as well have *Turok: RSPCA Campaigner*, or *Brian Bandicoot*. It's just not *right*. *TOCA*? *GT*? *Colin McRae*? *V-Rally 2*? Now *that's* more like racing.

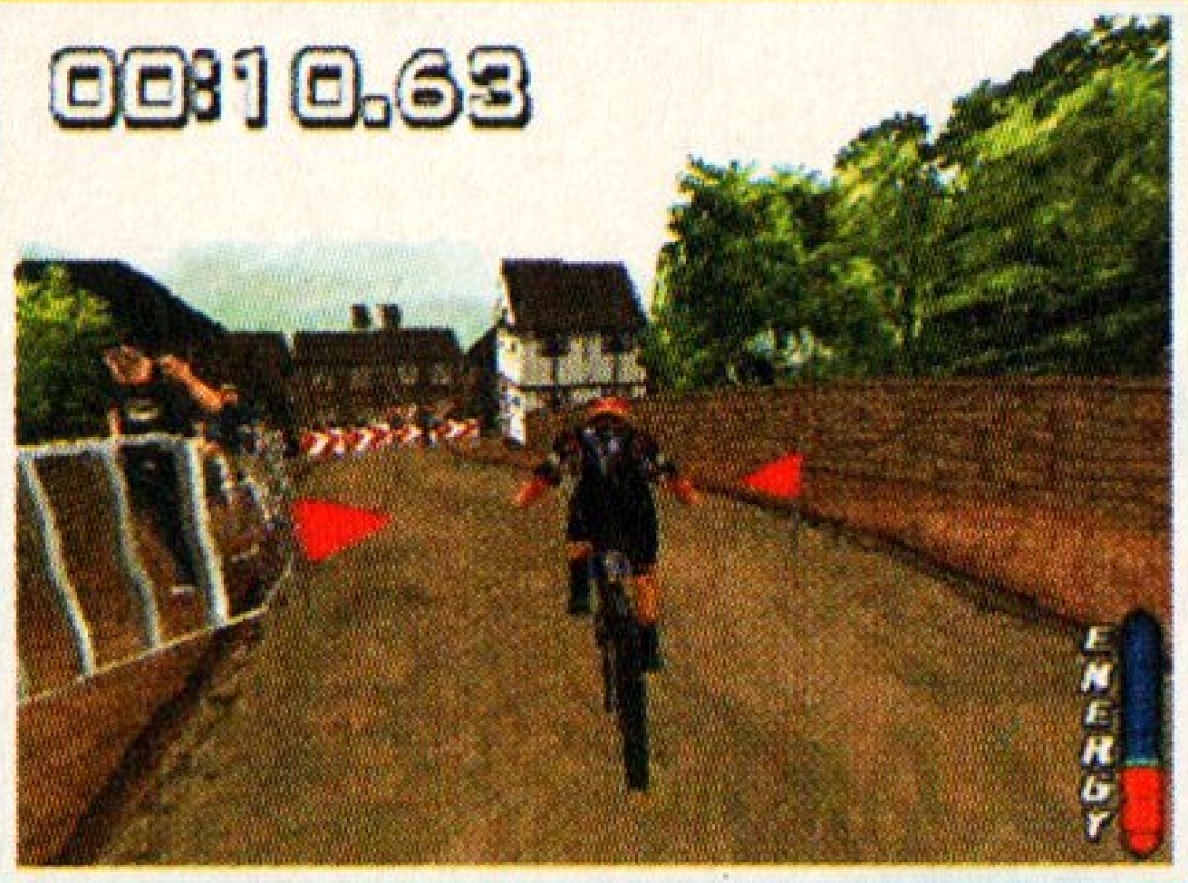
SPEED

But, believe it or not, Codemasters – they of the aforementioned *TOCA* and *Colin McRae* – have gone and done the unimaginable: they've turned the relatively so-so concept of a mountain biking game into some cheek-flapping, eye-gorging, rip-roaring racing fun. Okay, so it's still not *GT2*, but give *No Fear* a couple of ticks and you'll find that it's actually mighty fine.

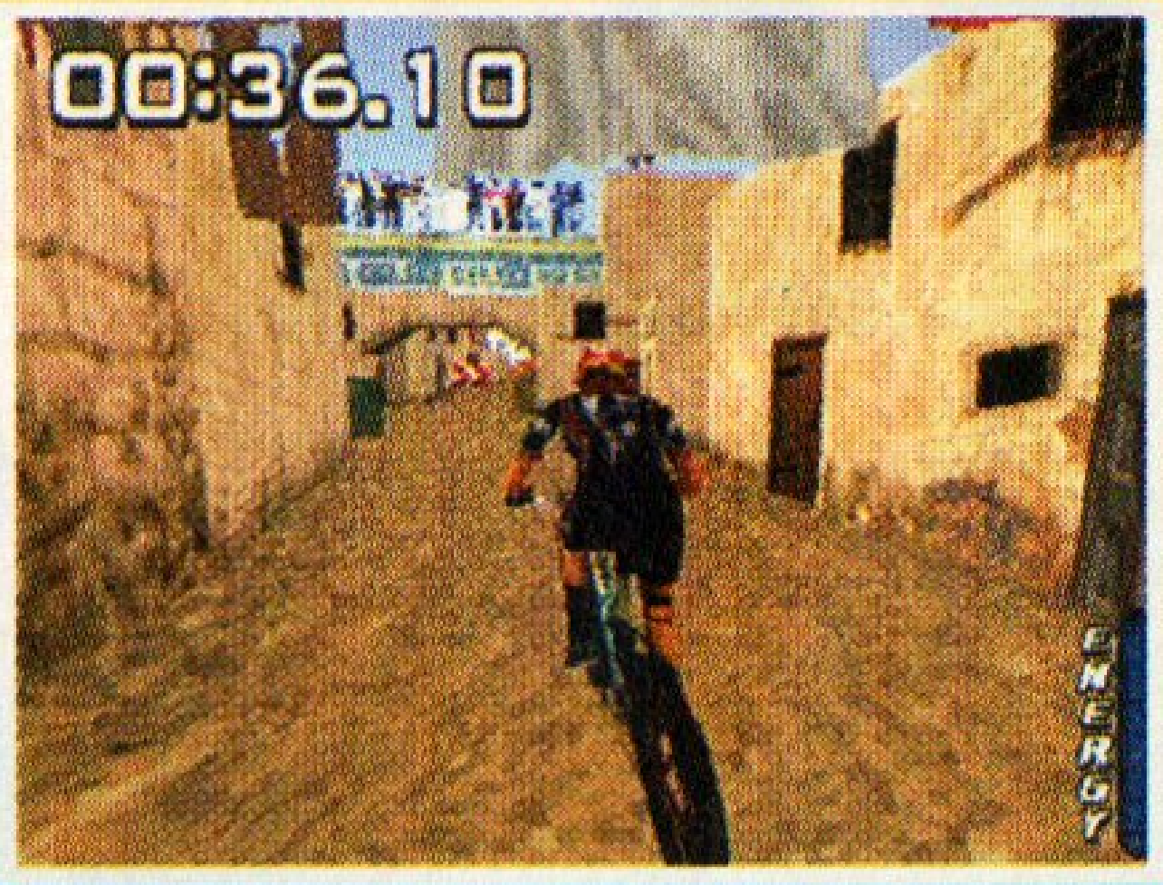
Not least because the speed at which you race is phenomenal. Thought you couldn't crank up the mph with two wheels and no motor? Think again! There are nine tracks in all – split across nine different countries and a joyous 25 separate 'trails' – and each offers the sort of adrenaline-pumping pace normally reserved for car

① SCENIC ROUTE!

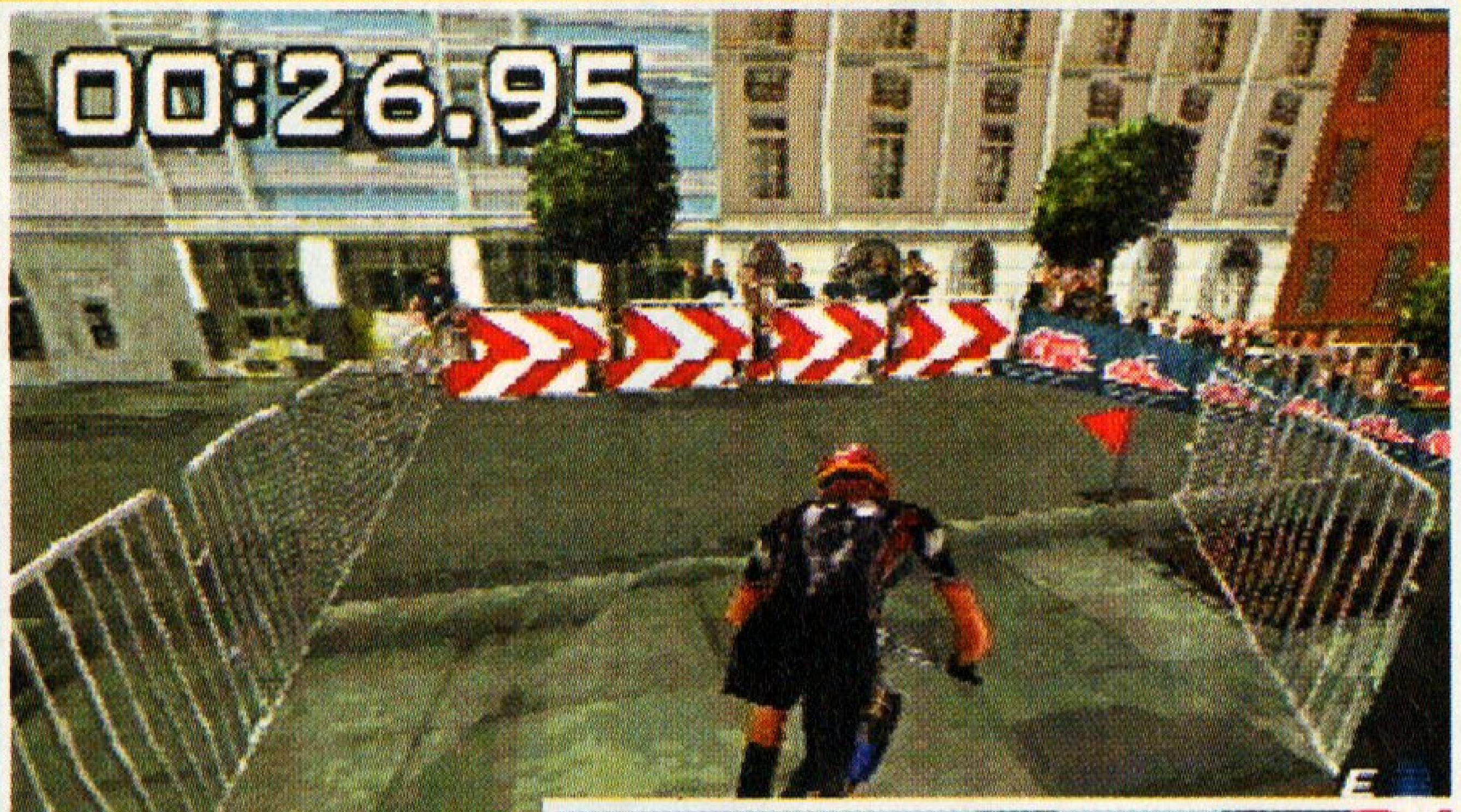
You start out with six tracks, which eventually spawn three more once you've got a couple of Championship medals.



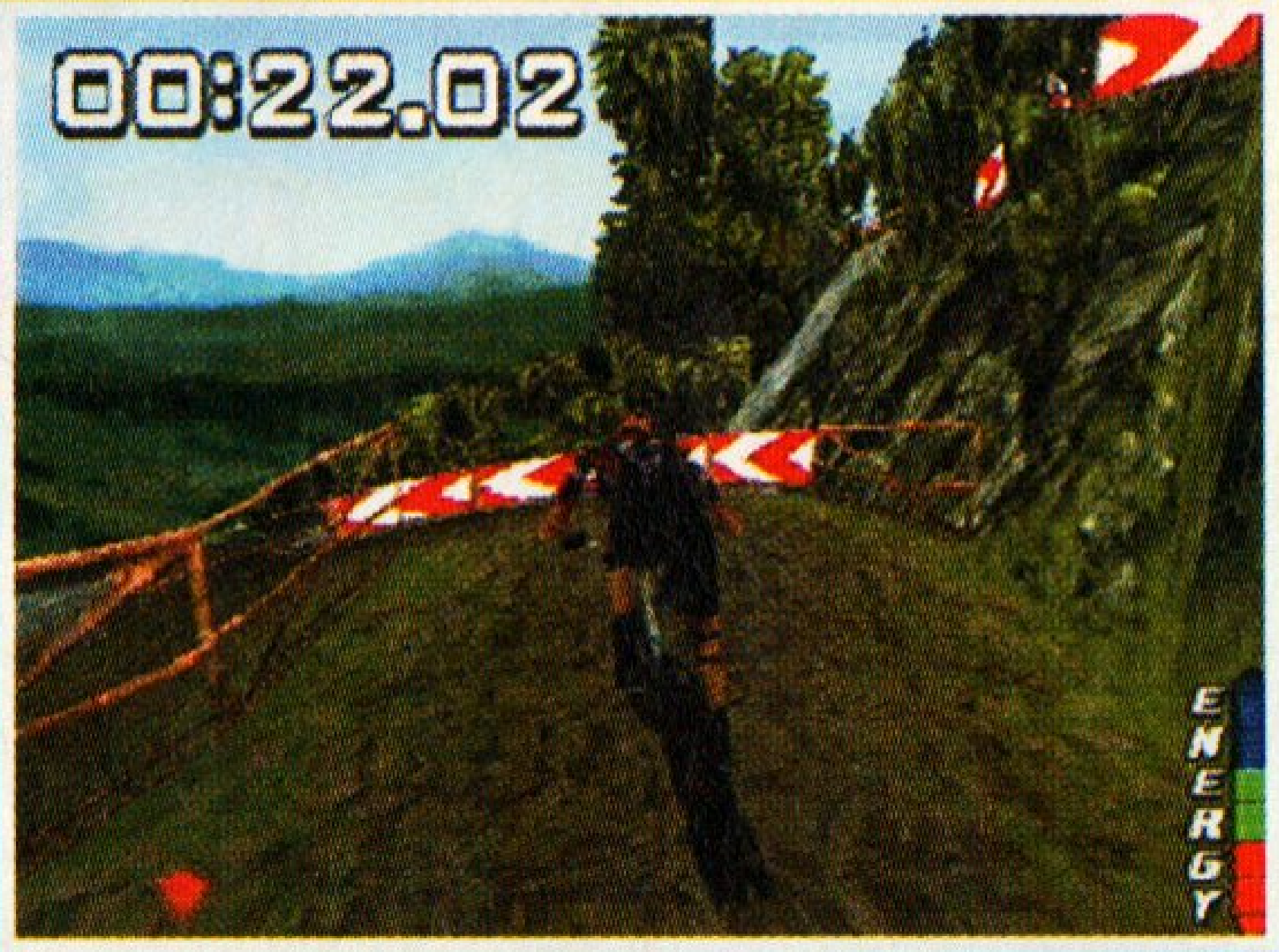
▲ Yorkshire. This starts you off nicely... except for this truly horrible corner here.



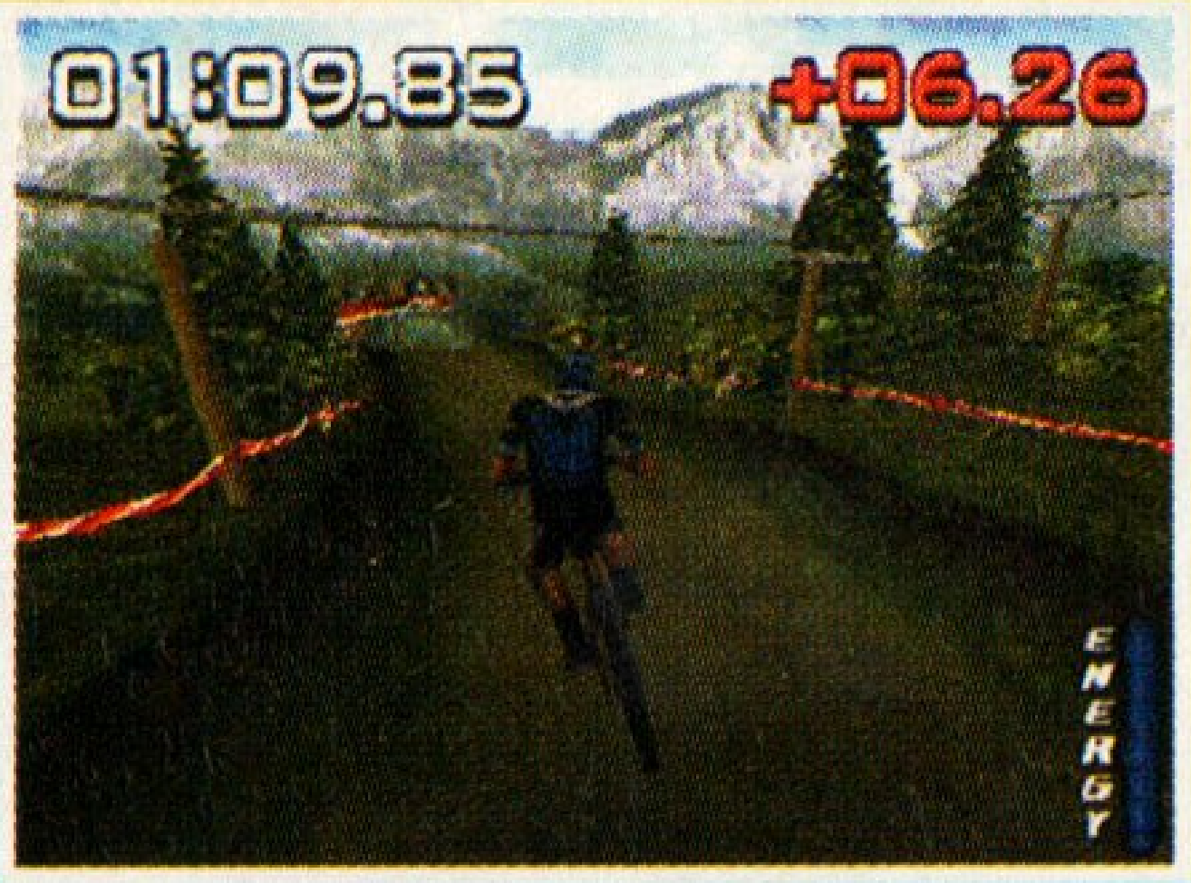
▲ It's straight out of Star Wars! The sand will slow you up a treat if you're careless.



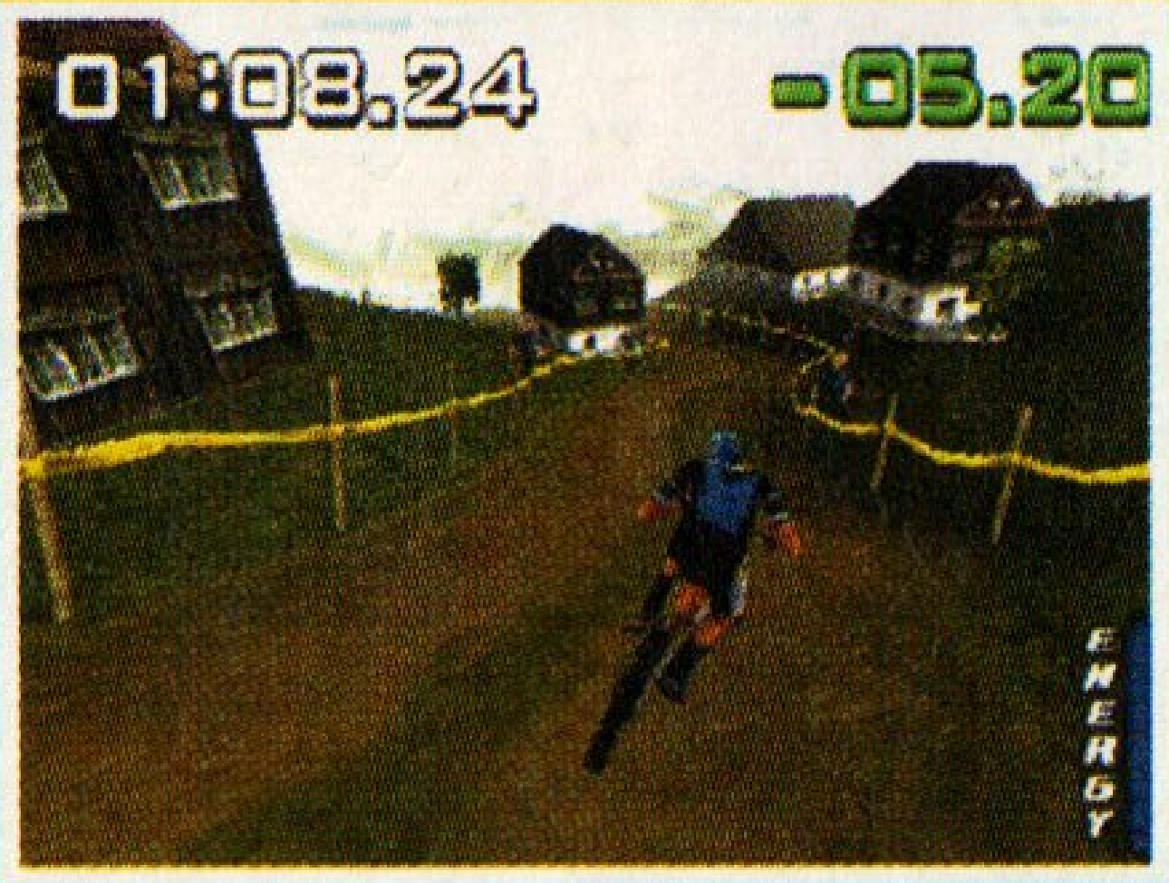
▲ San Francisco plays host to us and our slightly wonky steering. Nice buildings, mind.



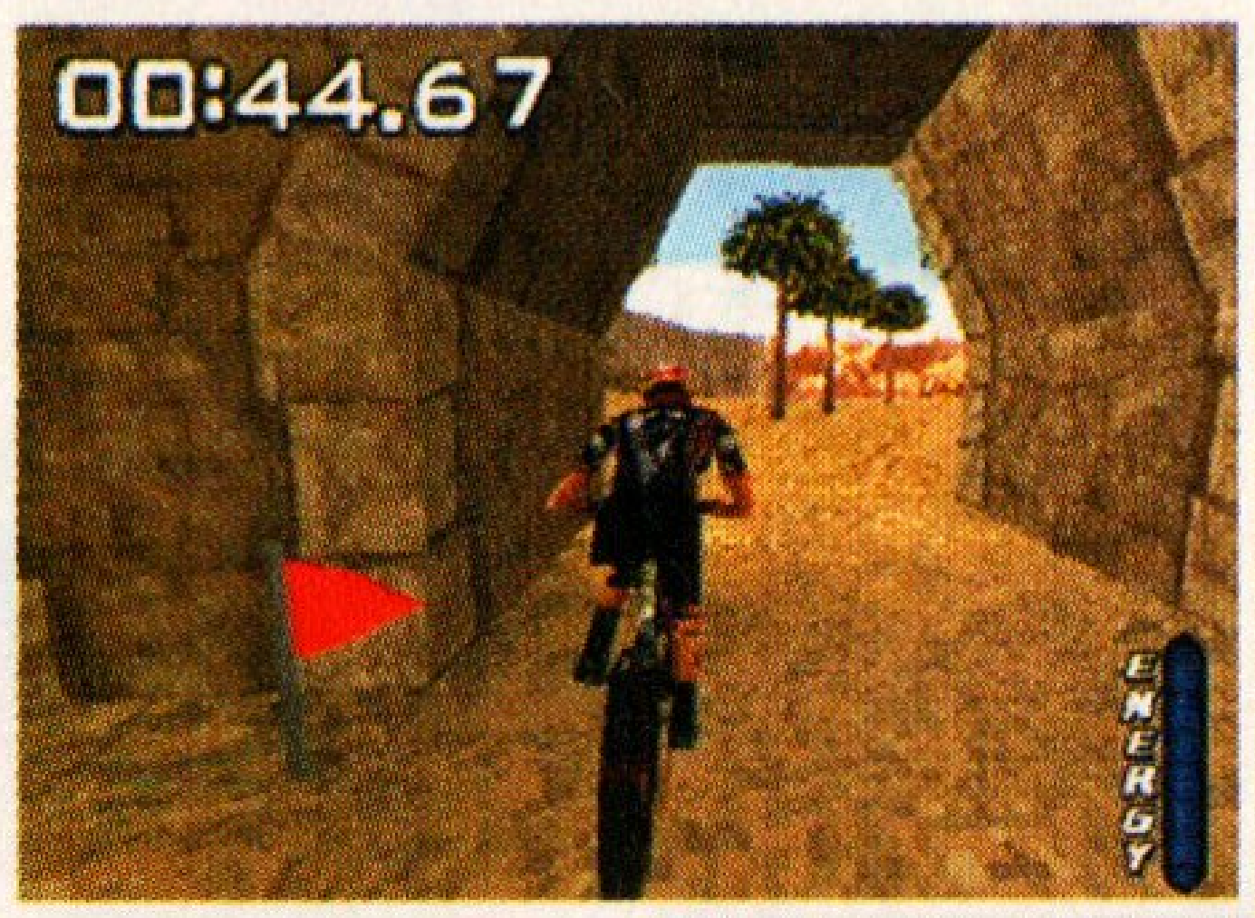
► Africa! It's the tastiest course of all – and it goes like the absolute clappers. Nasty.



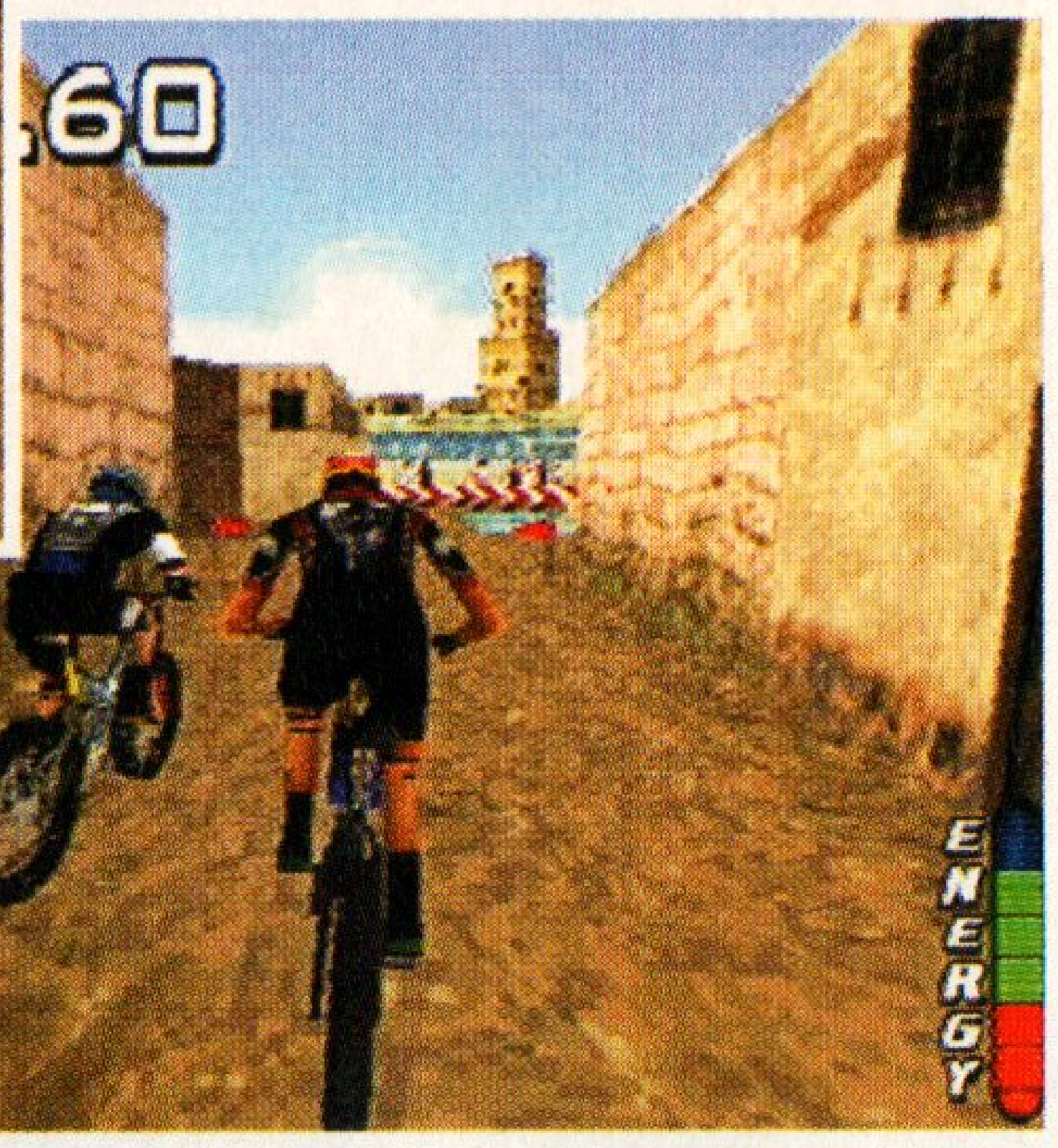
▲ Lean too far over, and the bike can easily topple. Try to keep it straight.



▲ Germany provides a challenge with its long downhill stretches. Vrooooom!

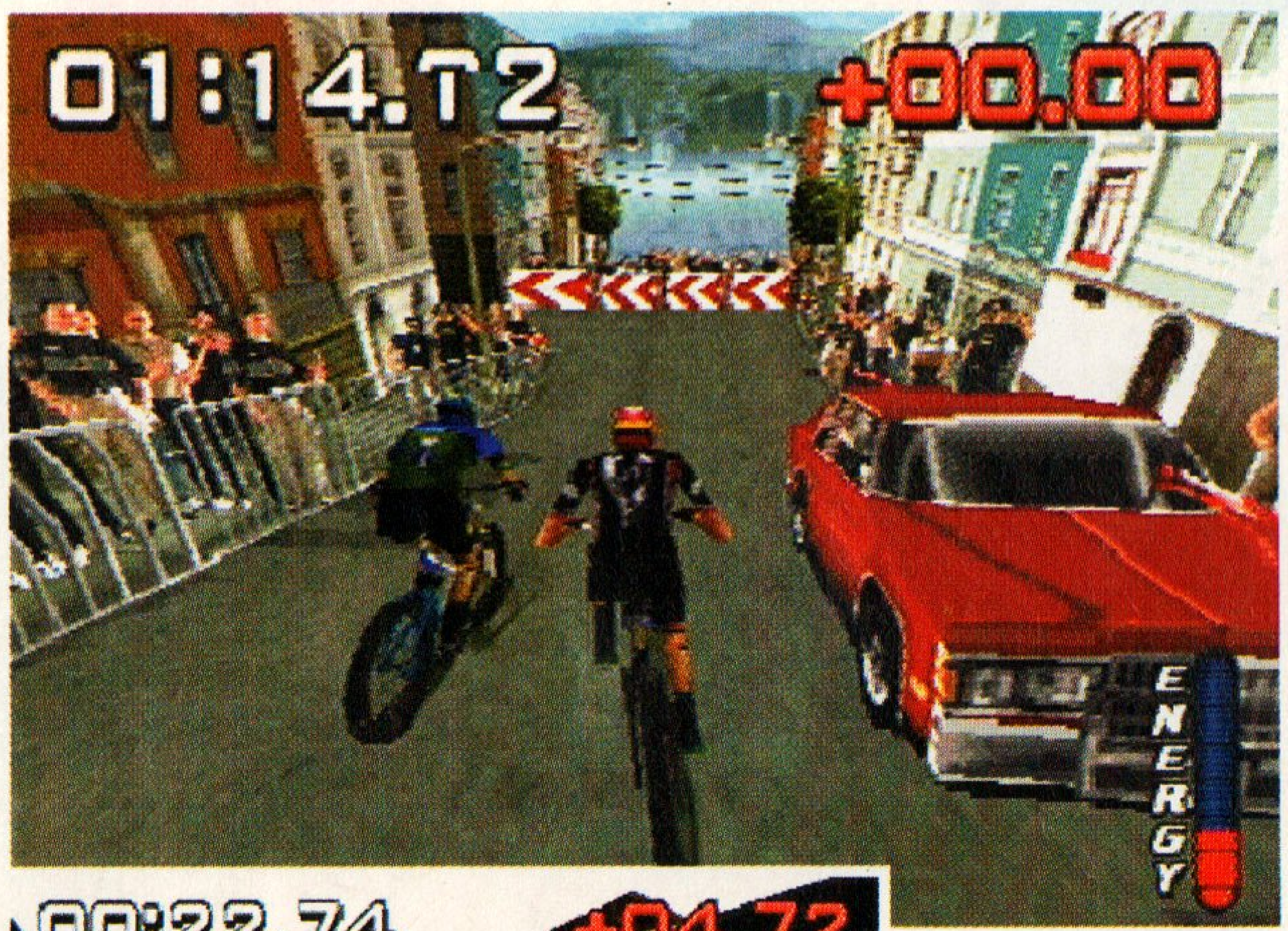


▲ The red flags let you know how far out in front or how far behind you are.

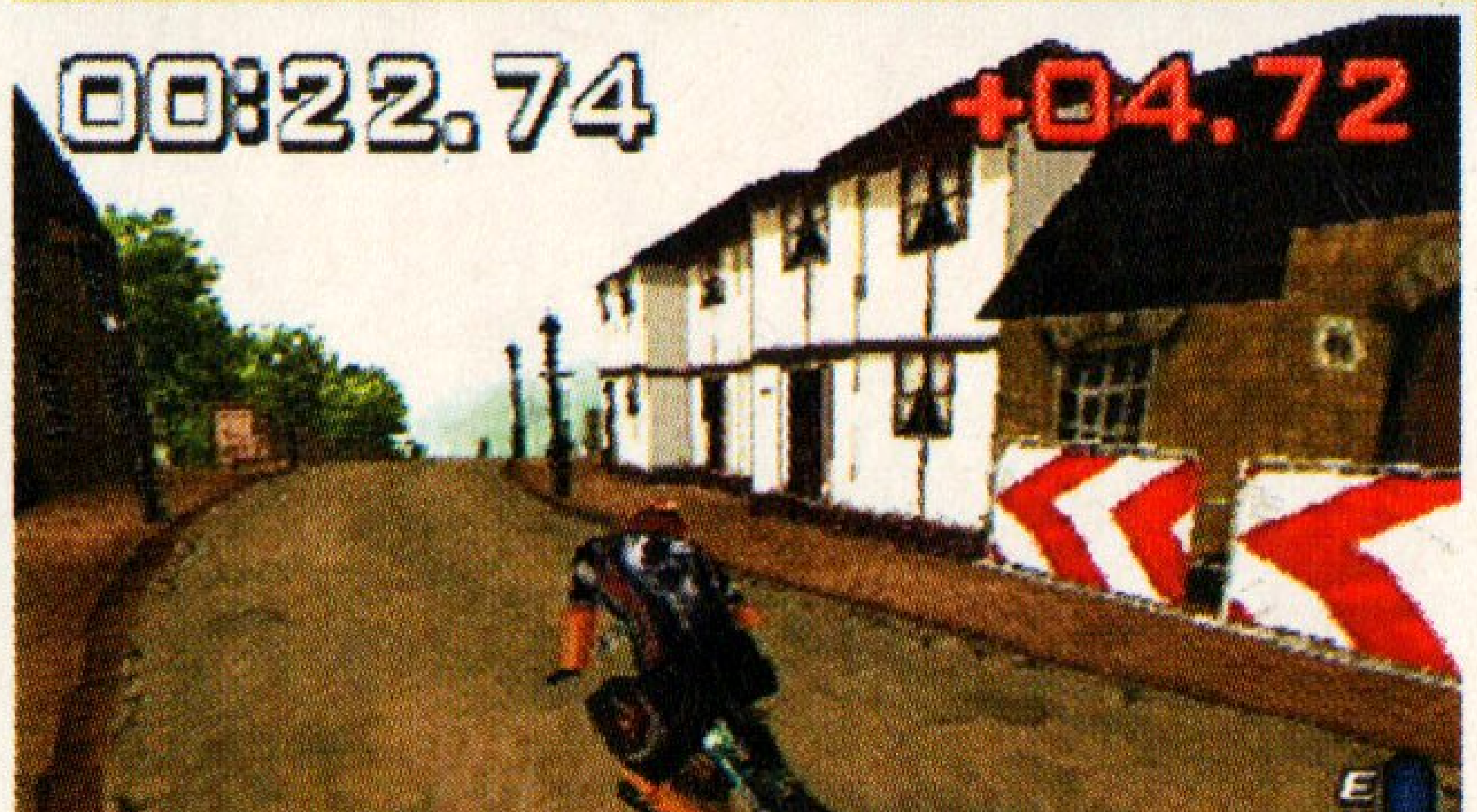


► The attention to detail in the tracks is really superb. Look at those fab houses.

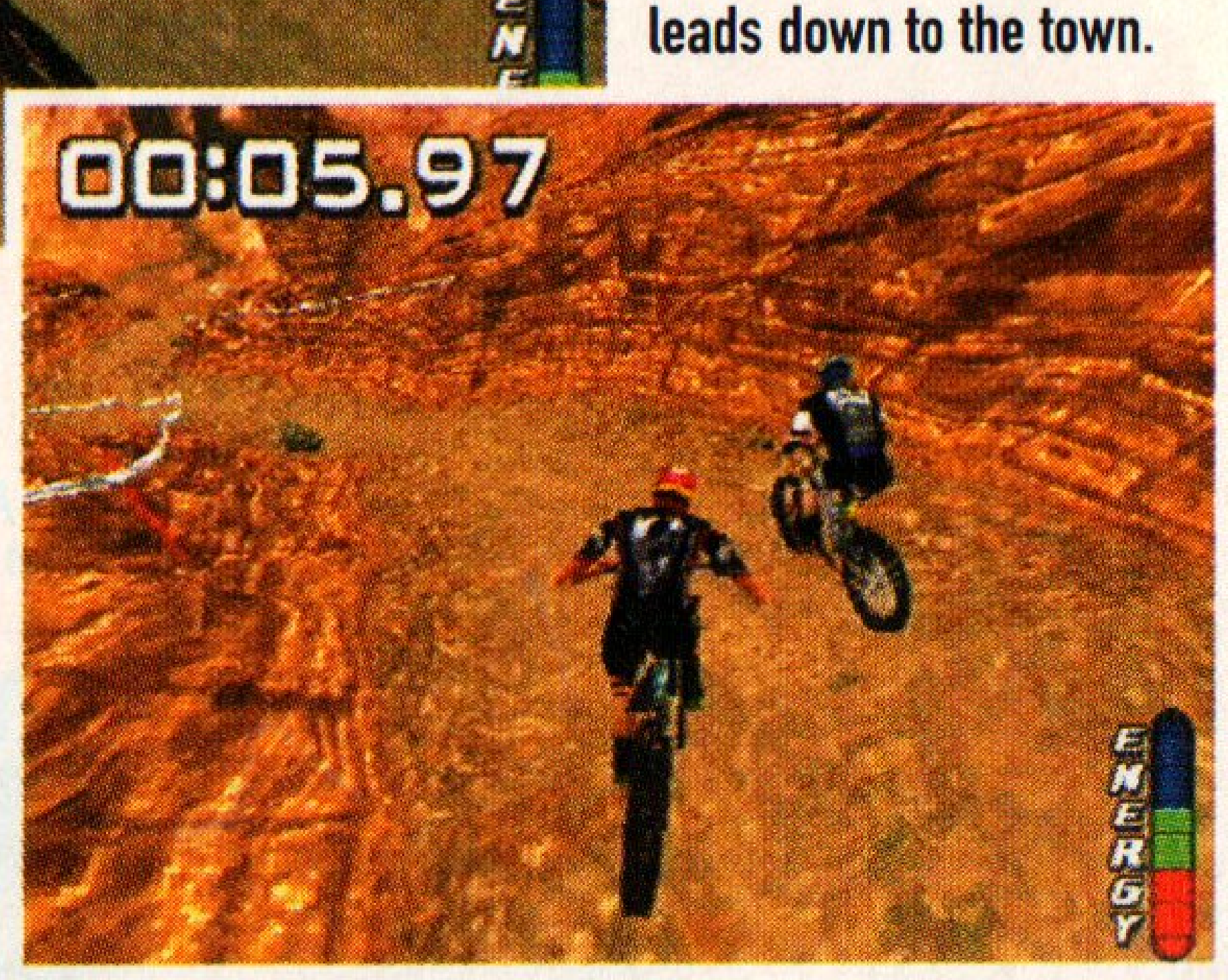
► The computer opponents will stop at nothing to beat ya.



▲ A car straight out of *Driver*, look. And a real fight to the finish line.



◄ Four seconds in front and we're looking good. Keep it up!

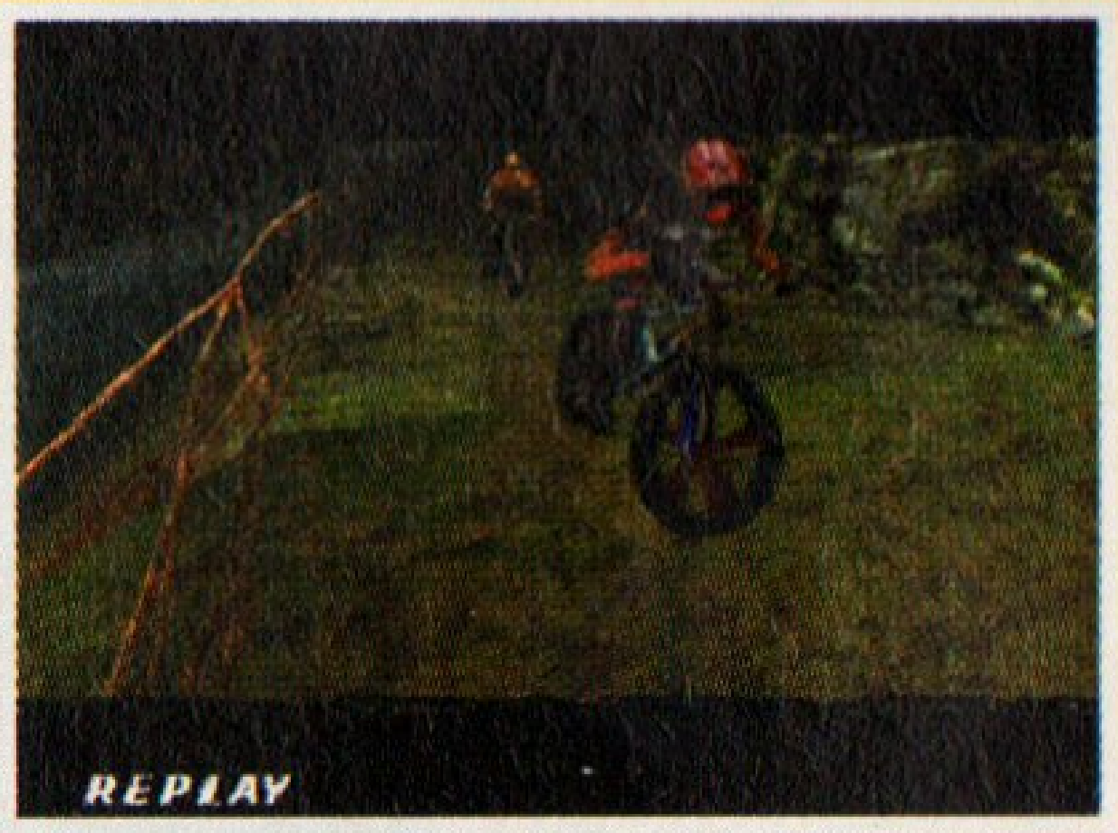


▼ Beauty! This little stretch of the course leads down to the town.

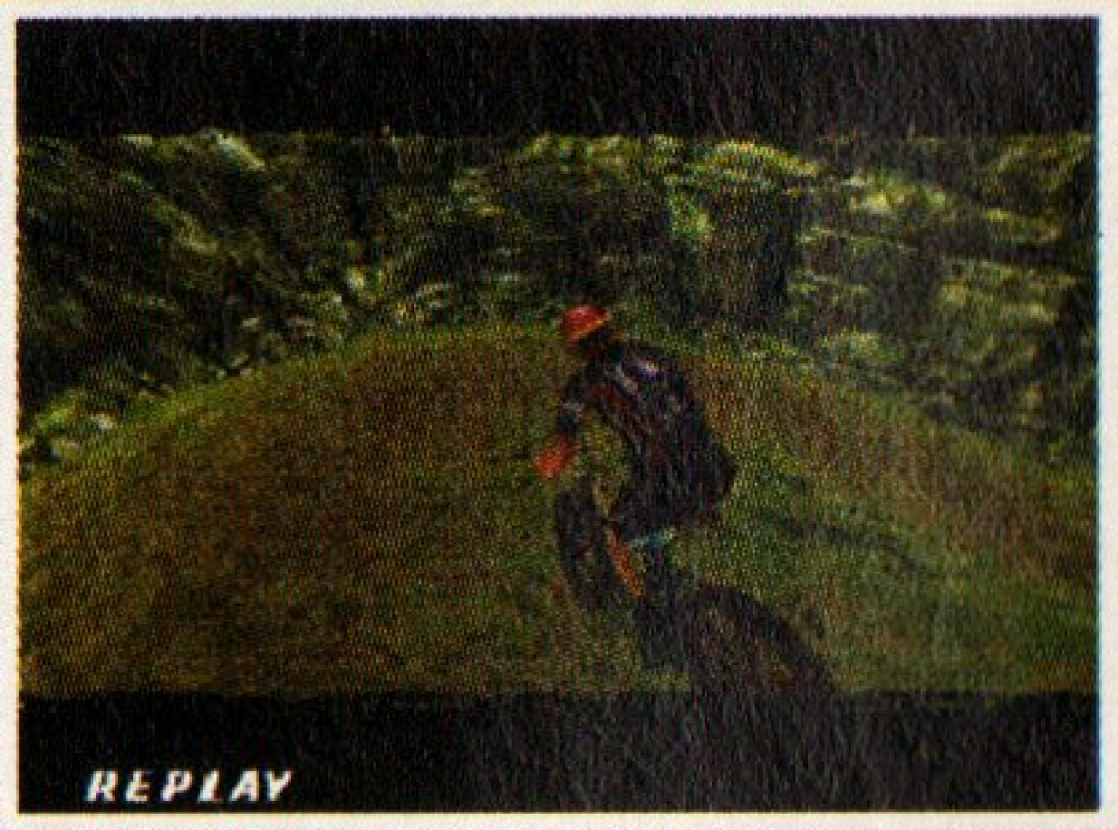
▼ We're less than a second away from our CPU foe.

② CRASH!

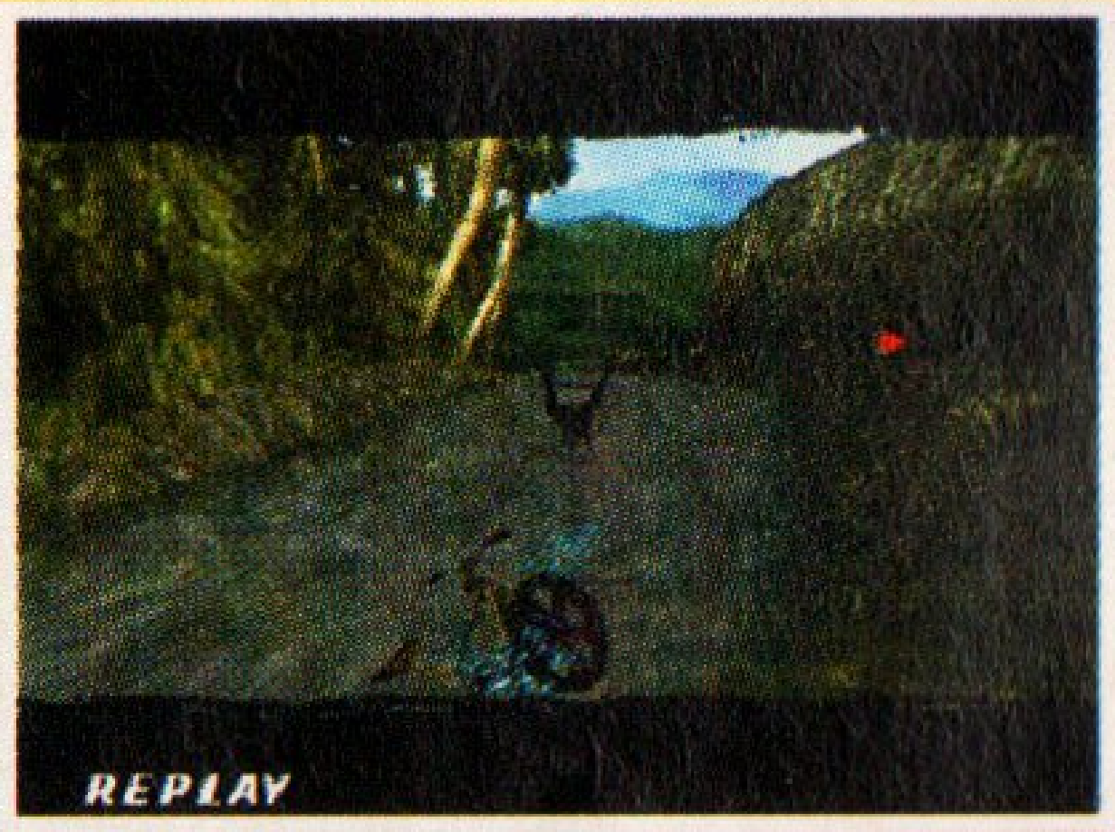
Whack on the replay mode and you can watch every nail-biting track tragedy in glorious technicolour.



▲ You start out all right. Various camera angles make your riding seem...



▲ ... even better than it actually was. But, as we did a lot in Africa...



▲ ... we eventually come a cropper in the river. This happened a lot.

DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS

CALL: 01926 814 132
PLAYERS: 1-4

SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: PC

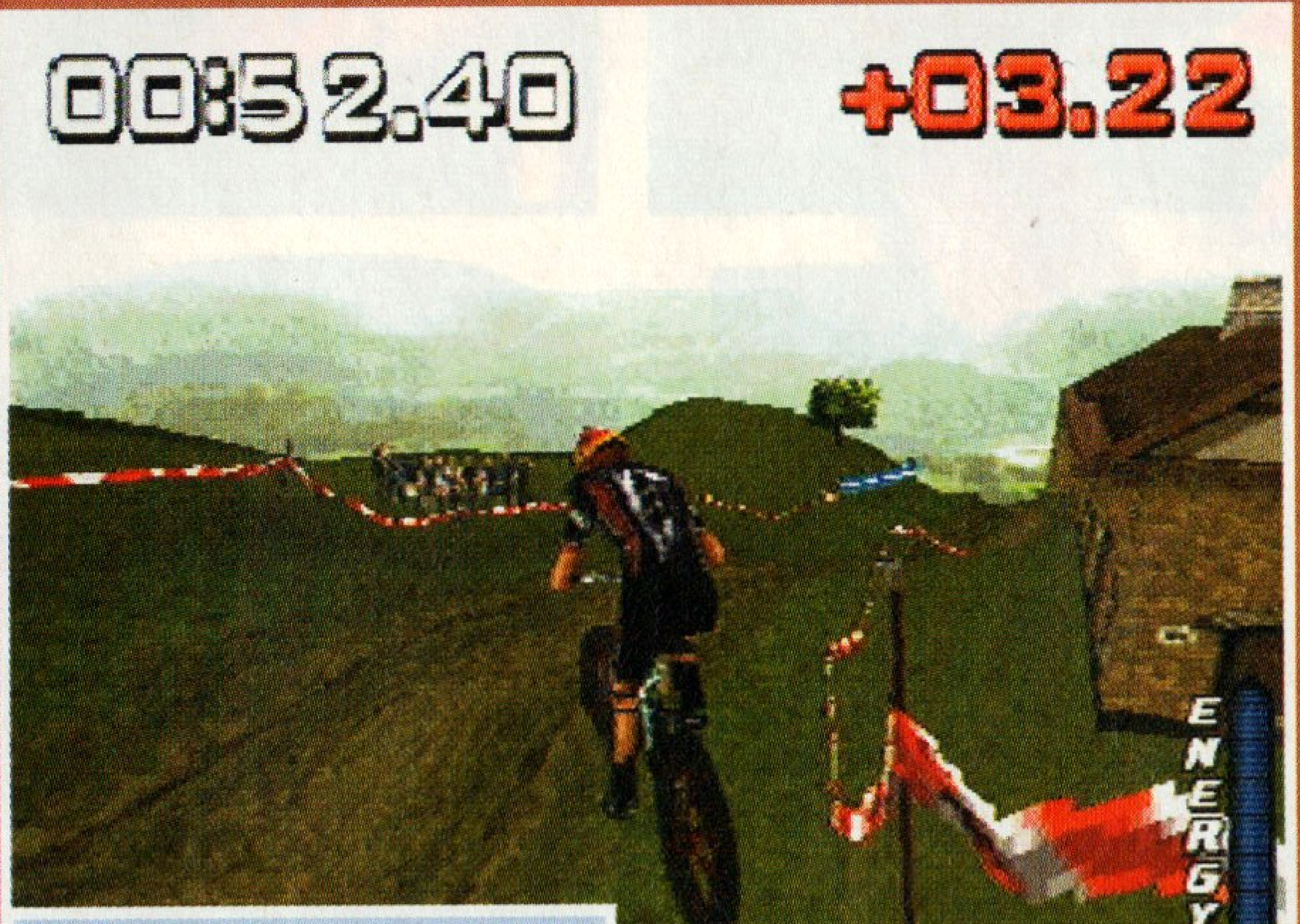
NO FEAR DHMB

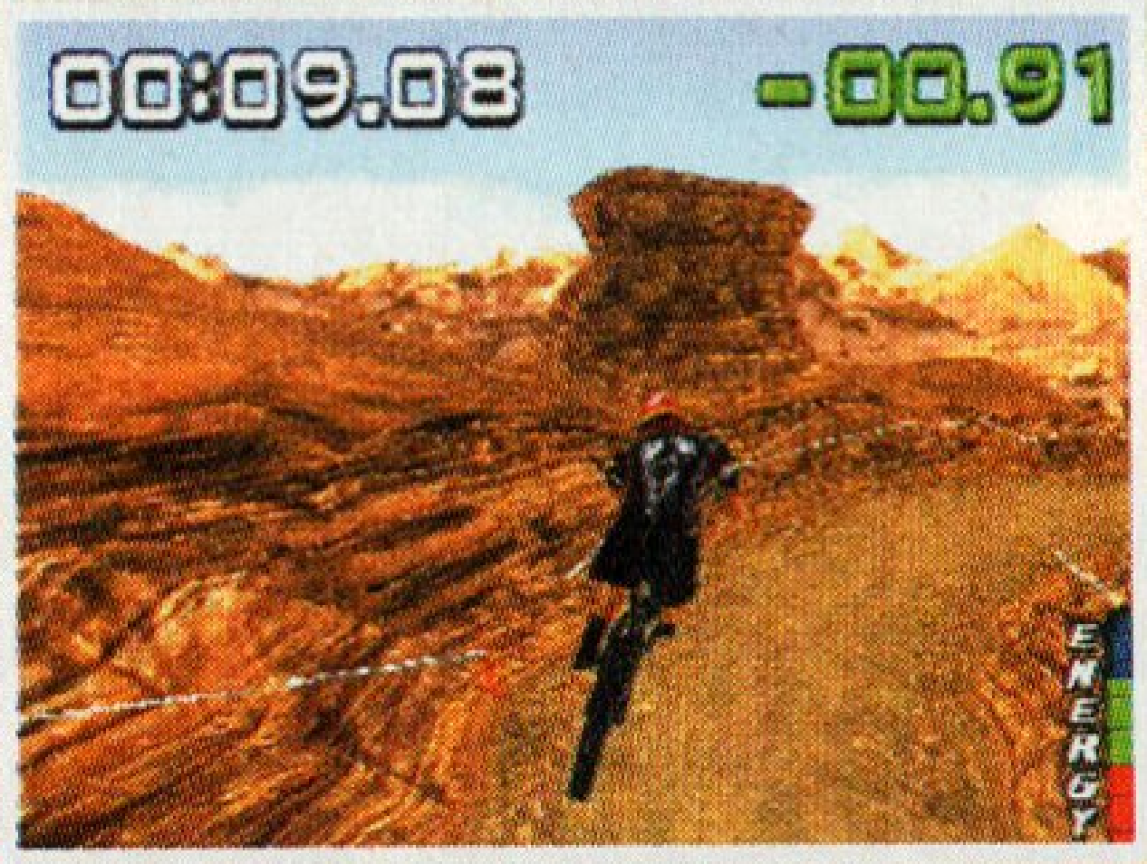
3 TURN, TWIST AND WOOAH!

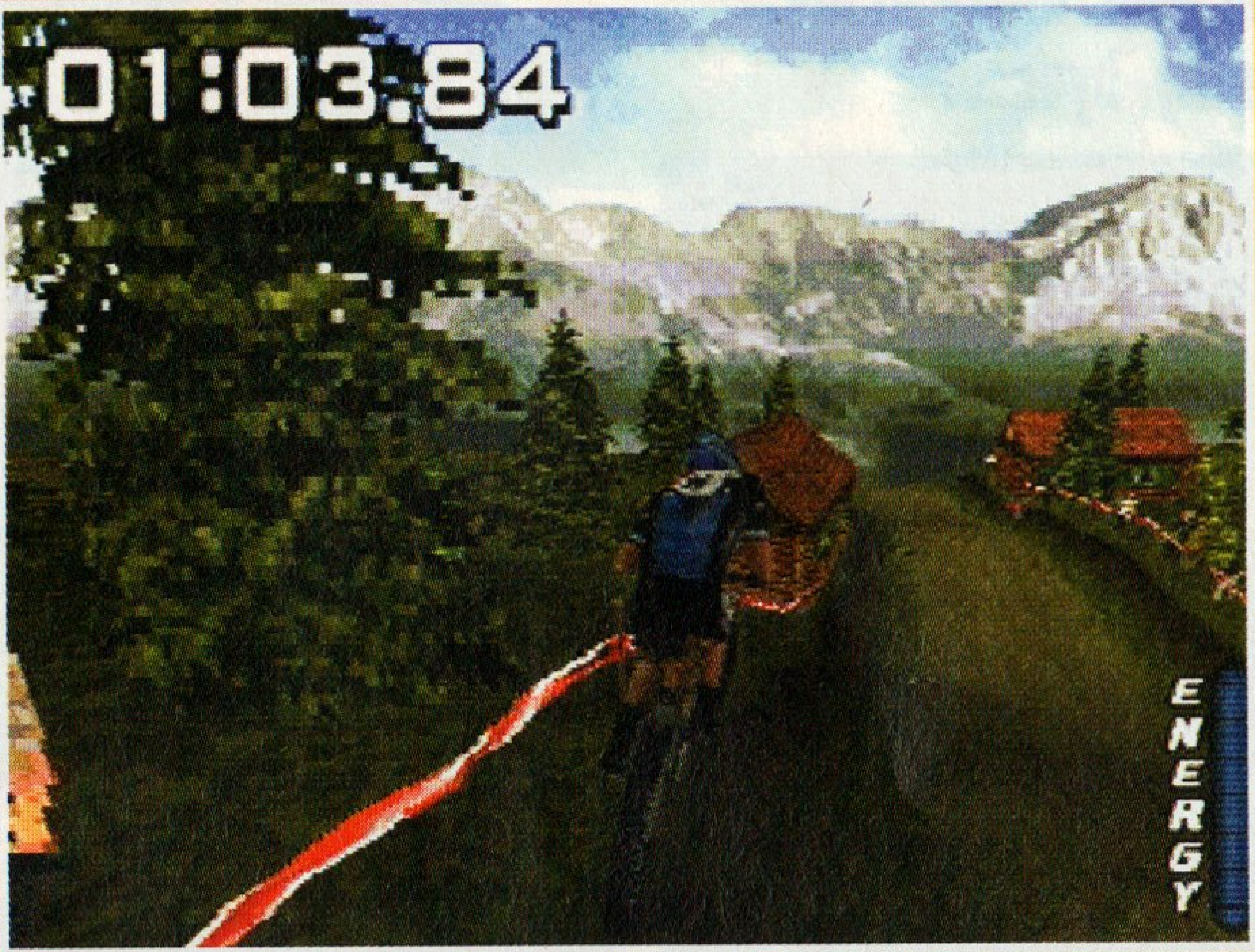
As well as high speed racing *No Fear* also offers you the chance to pull a few stunts out of the bag, including wheelies, 360°s and, er, Suicides. Get that D-pad pumping!

01:02.43
-00.66
ENERGY

00:50.14
+06.85
ENERGY







▲ Stunts are really hard to pull off, as you have to worry about your landing as well.

◄ This slight turn should earn us a few plaudits. Next up, that tricky 360°.

► Wah, wah, waaaaaaah! The jumps in *No Fear* can be pretty high, so make sure you keep your wheels nicely aligned.

games. Steering is wondrously easy (and, surprisingly, more responsive on the D-Pad than with analogue control) and, just as importantly, the courses themselves are remarkably mapped, with increasing hazards ramping up the difficulty as you go. On a normal morning ride, for example, you can expect a bit of everything – 90° turns, chicanes, instant death rivers, woodland and, er, saddle sore.

STUNTS

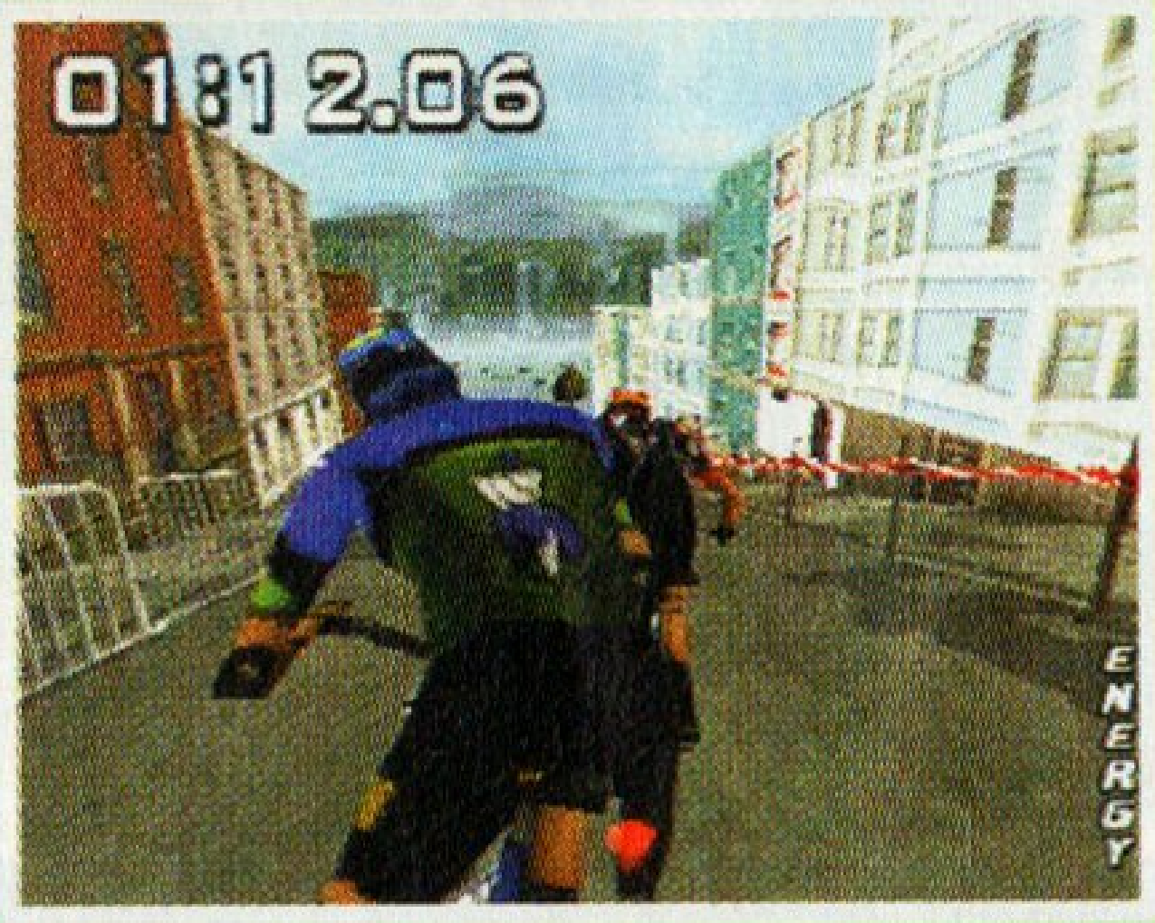
But that's not all. Stunts also play a major part in the game. Working like beat-em-up combos on the D-Pad (a second reason why the D-Pad offers better control), fairly early on you're offered the chance to partake of a few 360°s, with some *huuuuuge* jumps sending you soaring into the air. This part of the game is the hardest to crack – and the fact that you get very little credit for pulling off even the most awkward of stunts means you'll often not bother. But, as a separate competition, this is a neat addition to *No Fear*.

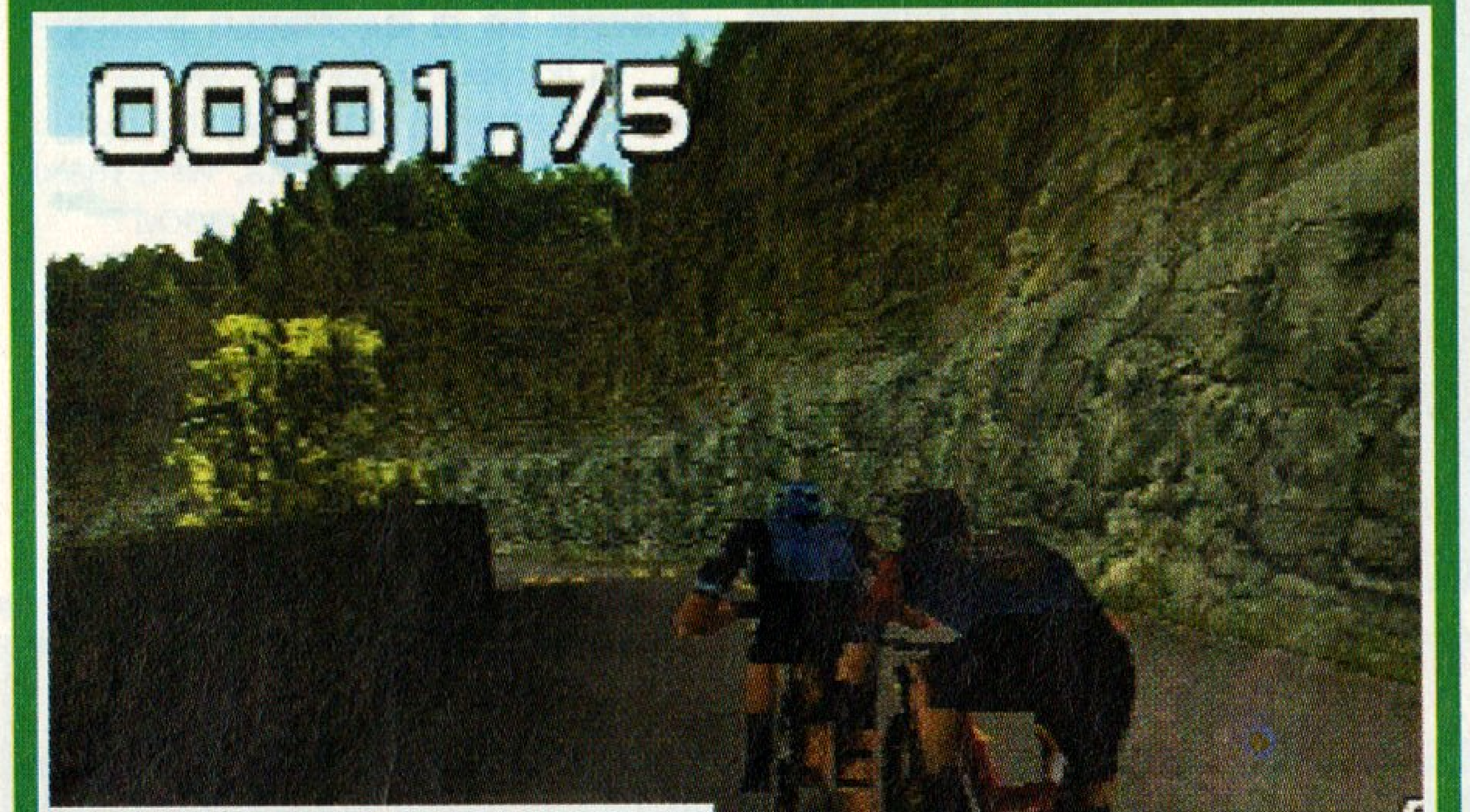
IS THAT IT?

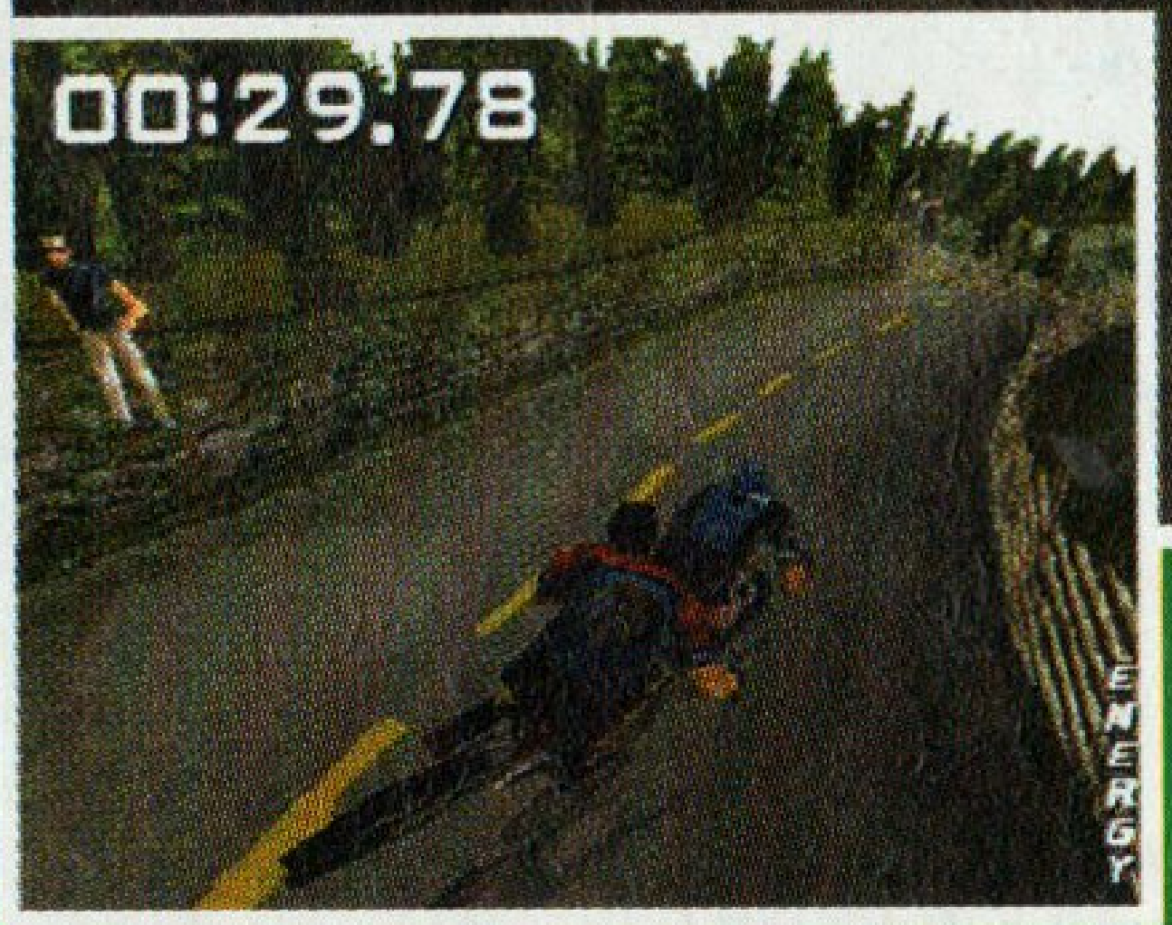
With a four-player round robin tournament, and a sturdy head-to-head mode, *No Fear* has plenty of life to offer in the multi-player stakes. In one-player it's rather shorter though, and even given the game's strengths, there's still an overwhelming feeling of… well, is that it? See, mountain biking in game form isn't actually *that* fulfiling and *No Fear* just hasn't got the raw excitement offered by driving titles. It's tricky to explain, but it becomes obvious from the moment you start playing. That said, this is still top fun if not life changing.

4 BITE BACK!

Not only do you have to ward off the attentions of the elements – such as the Matukituki Rapids – but you also have the super-aggressive CPU opponents to contend with. Turn your back for a moment and they'll try to knock you off the track!

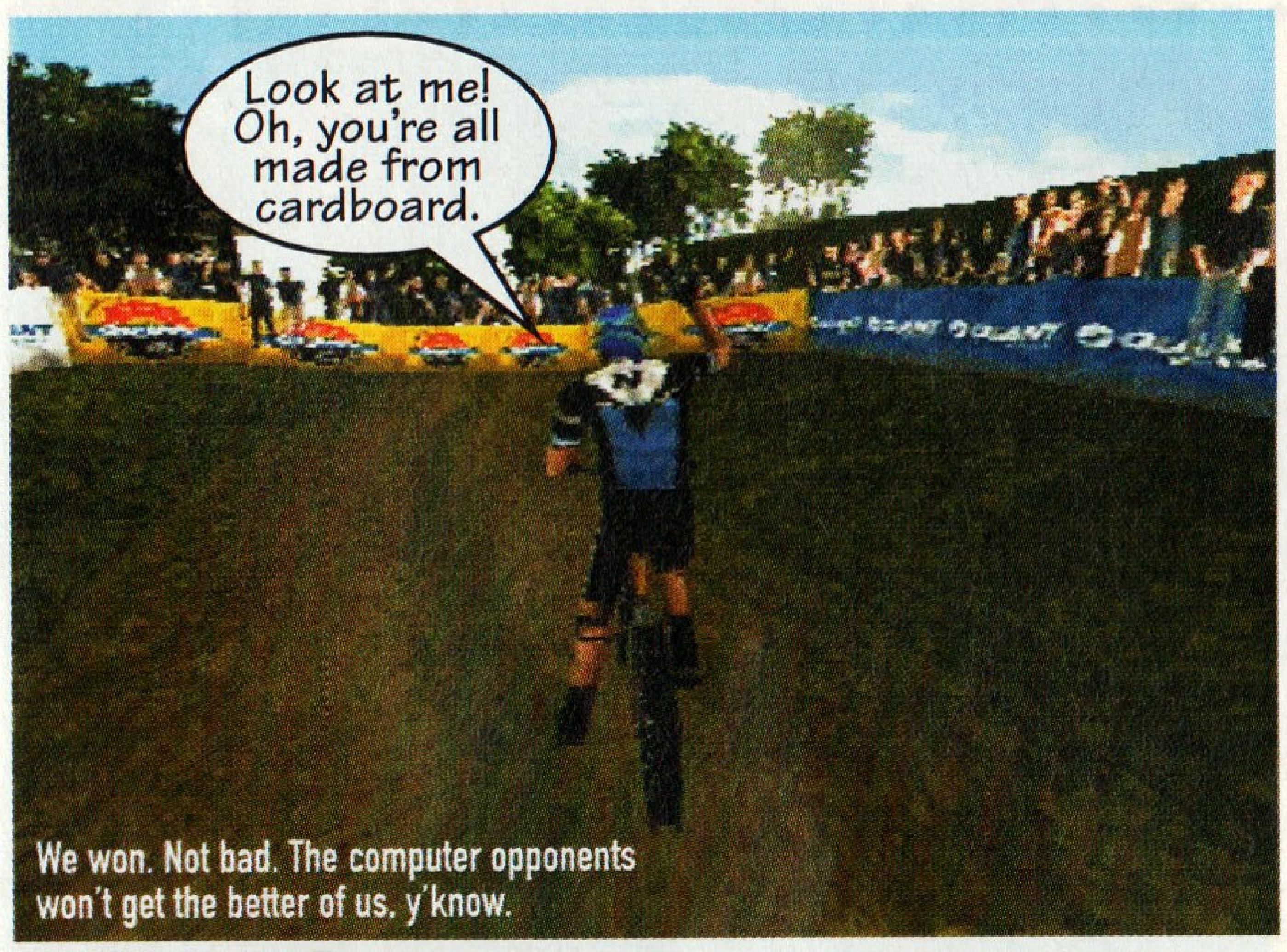




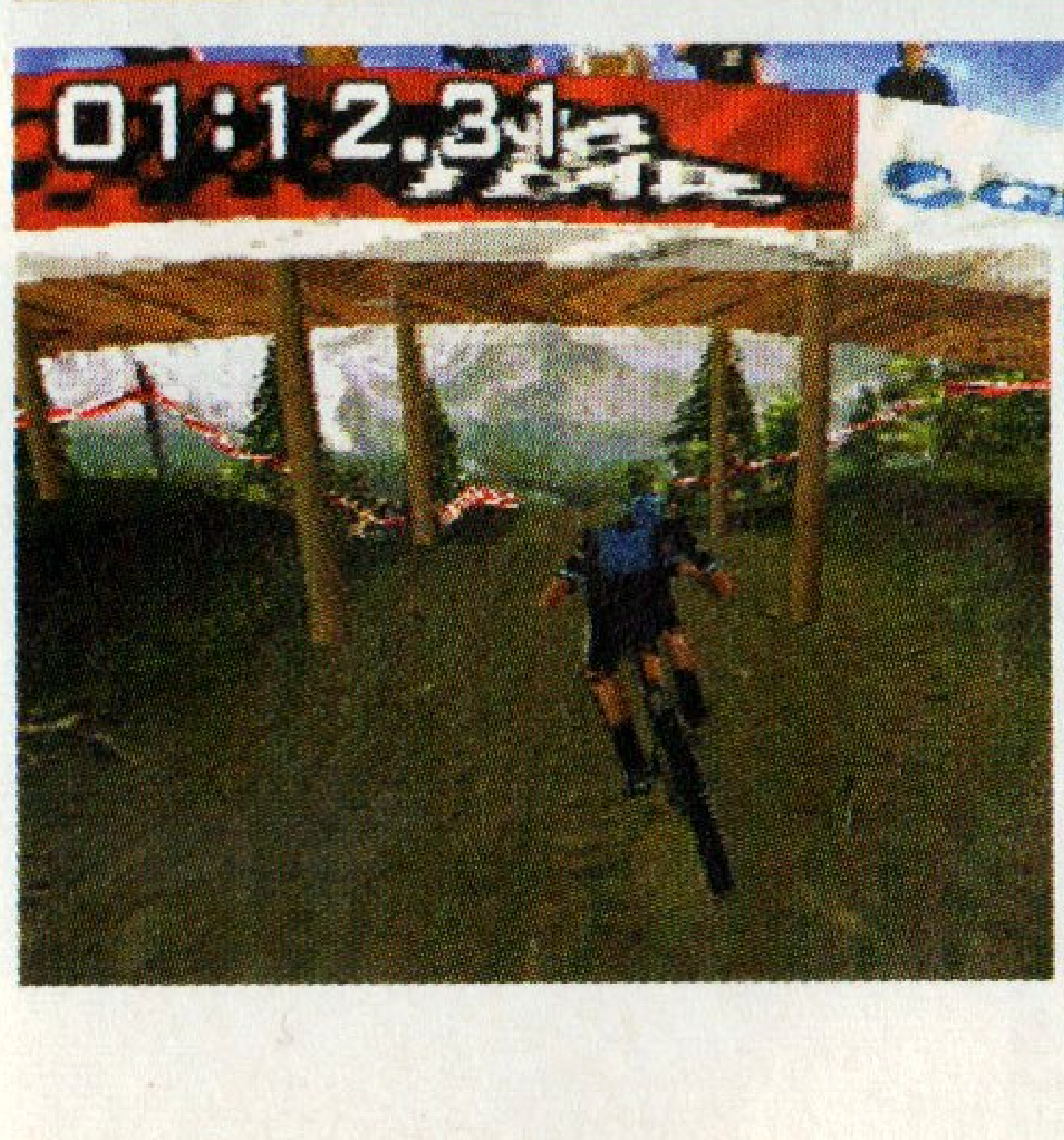


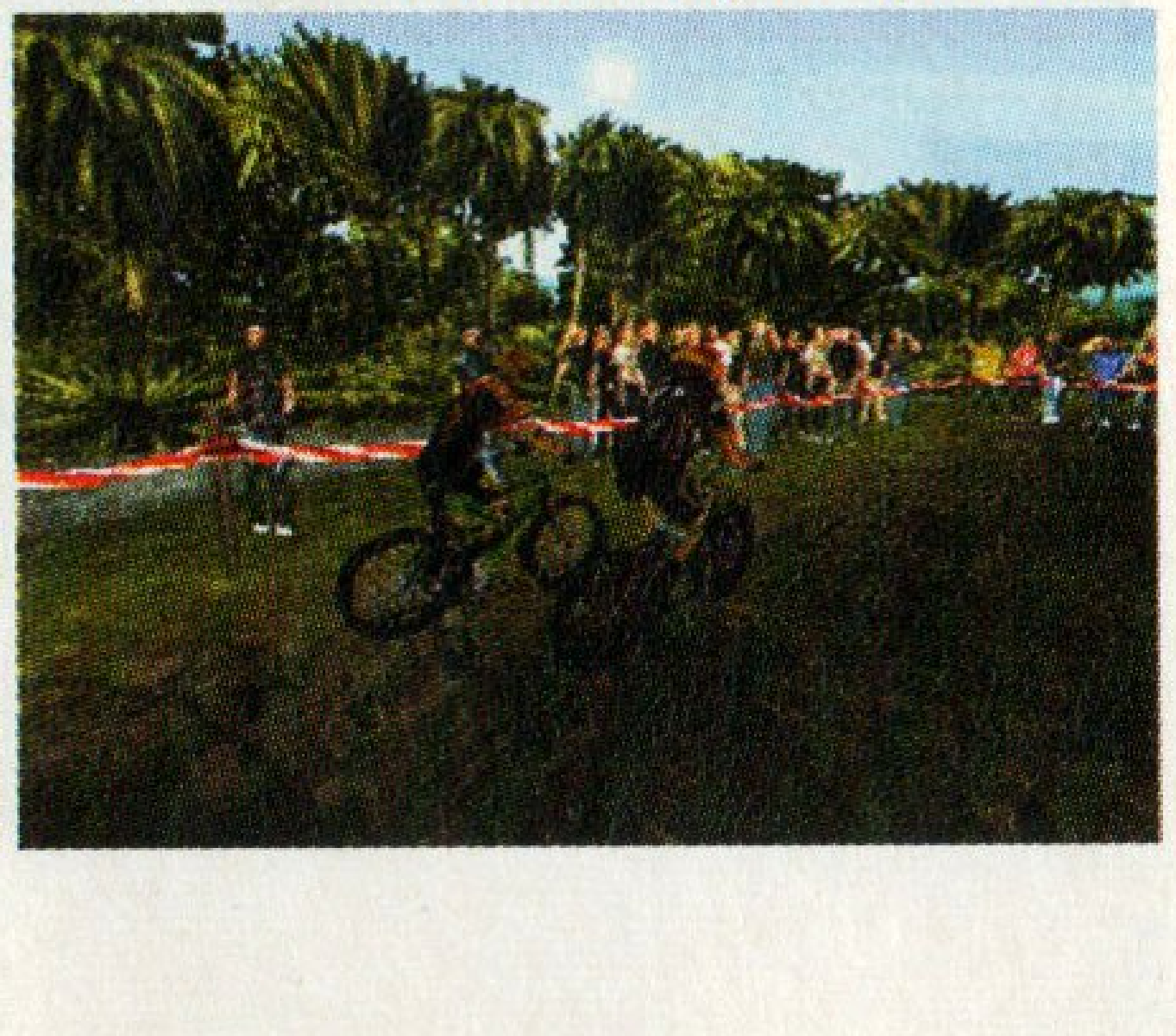
▲ Get off me! Give 'em an inch and they'll try to run you off the road.

◄ And here they successfully have. Fortunately, we're taking 'em with us,



We won. Not bad. The computer opponents won't get the better of us, y'know.

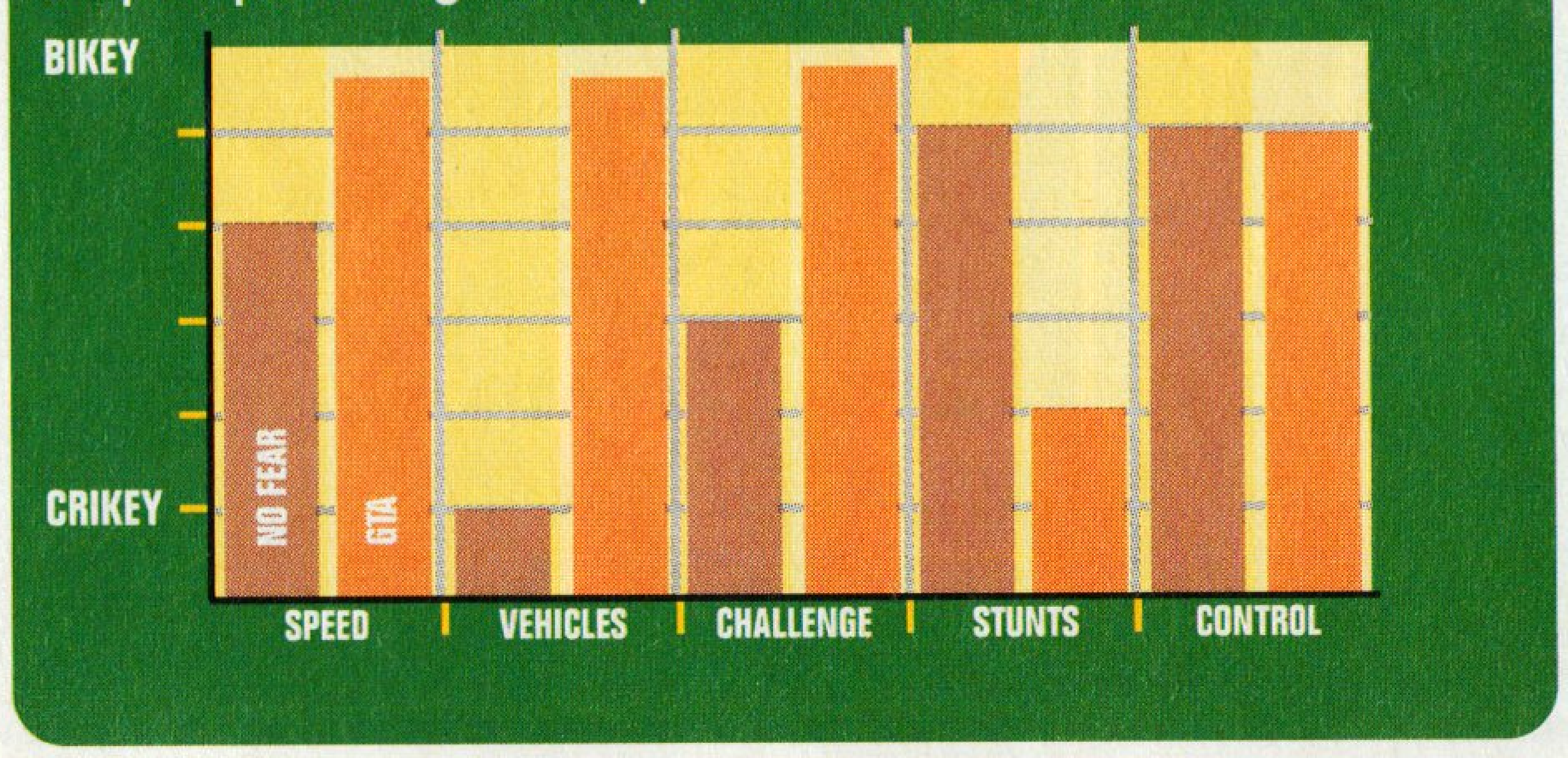




◄ Germany is a long old course, so be careful, brake, but try to keep your speed up.

PEDDLE POWER…

An aluminium frame plus fat thighs or a V8 turbo charged lump of pounding horse power. What's the most attractive?



> "The Codies have turned the relatively so-so idea of a mountain biking game into some cheek-flapping racing fun."

JUDGEMENT

PRESENTATION

Nice visuals, with some top backgrounds, and some flashy menu screens and dance 'choons'.

GAMEPLAY

Ultra-simple push-and-steer control. The stunts offer a more tricky learning experience.

LIFESPAN

The four-player tournament'll last an age, but in one-player it ends just a bit too quickly.

THE BEST BIT

Speeeeeeed! Feel the face-pummelage as you get the mph up on those nifty downhill sections.

00:22.93
ENERGY

THE WORST BIT

Well, you know, it's *mountain biking*, so it can't offer the frills and spills of *TOCA* or *GT*.

01:37.93
+06.11
ENERGY

Technically impressive, *No Fear* is an entertaining, but limited, racer. The sort of game that would probably do well on Platinum.

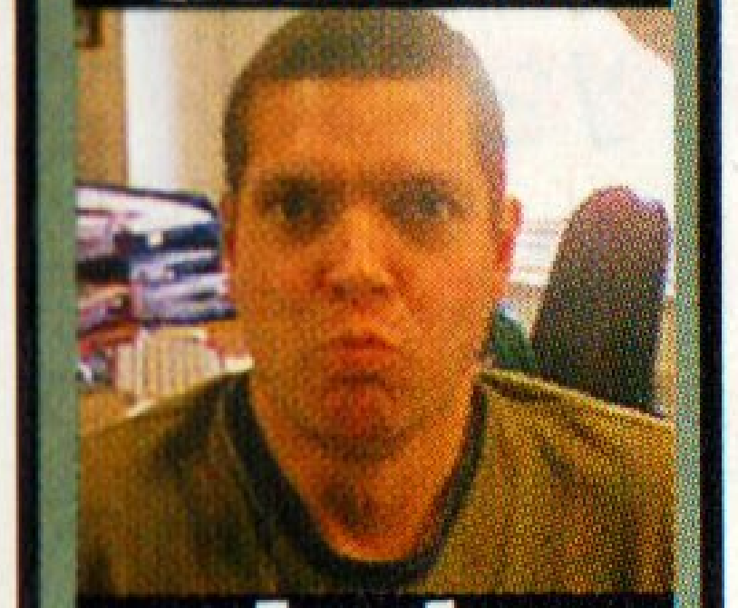
80%

If you like this…
Try Codey's staggeringly fine *TOCA* or *Colin McRae* games, or maybe Delphine's *Moto Racer*.

DATA▶ FORMAT REVIEWED: PLAYSTATION PRICE: £35 OUT: NOVEMBER

PlayStation

Reviewer

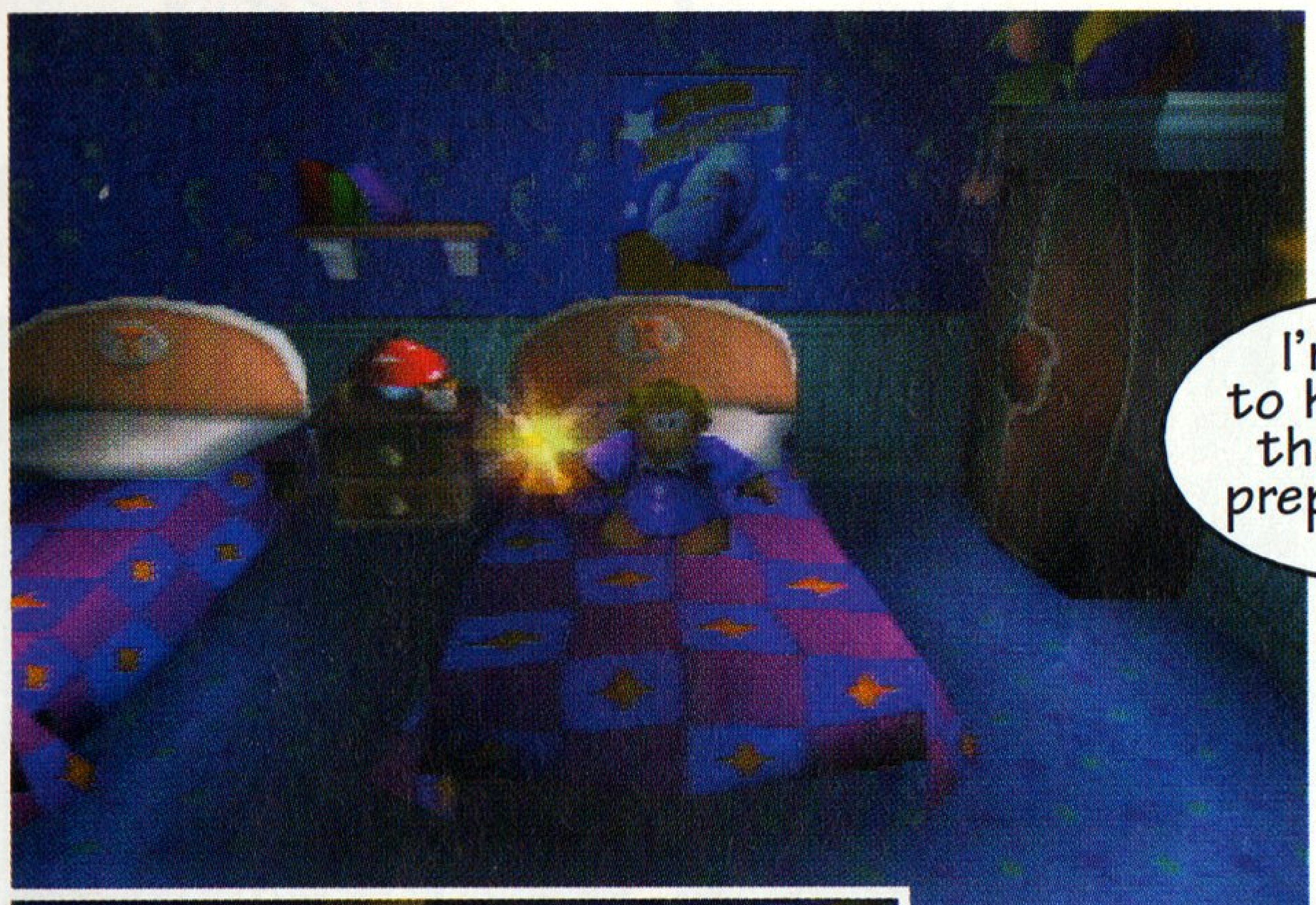


Jamie Sefton

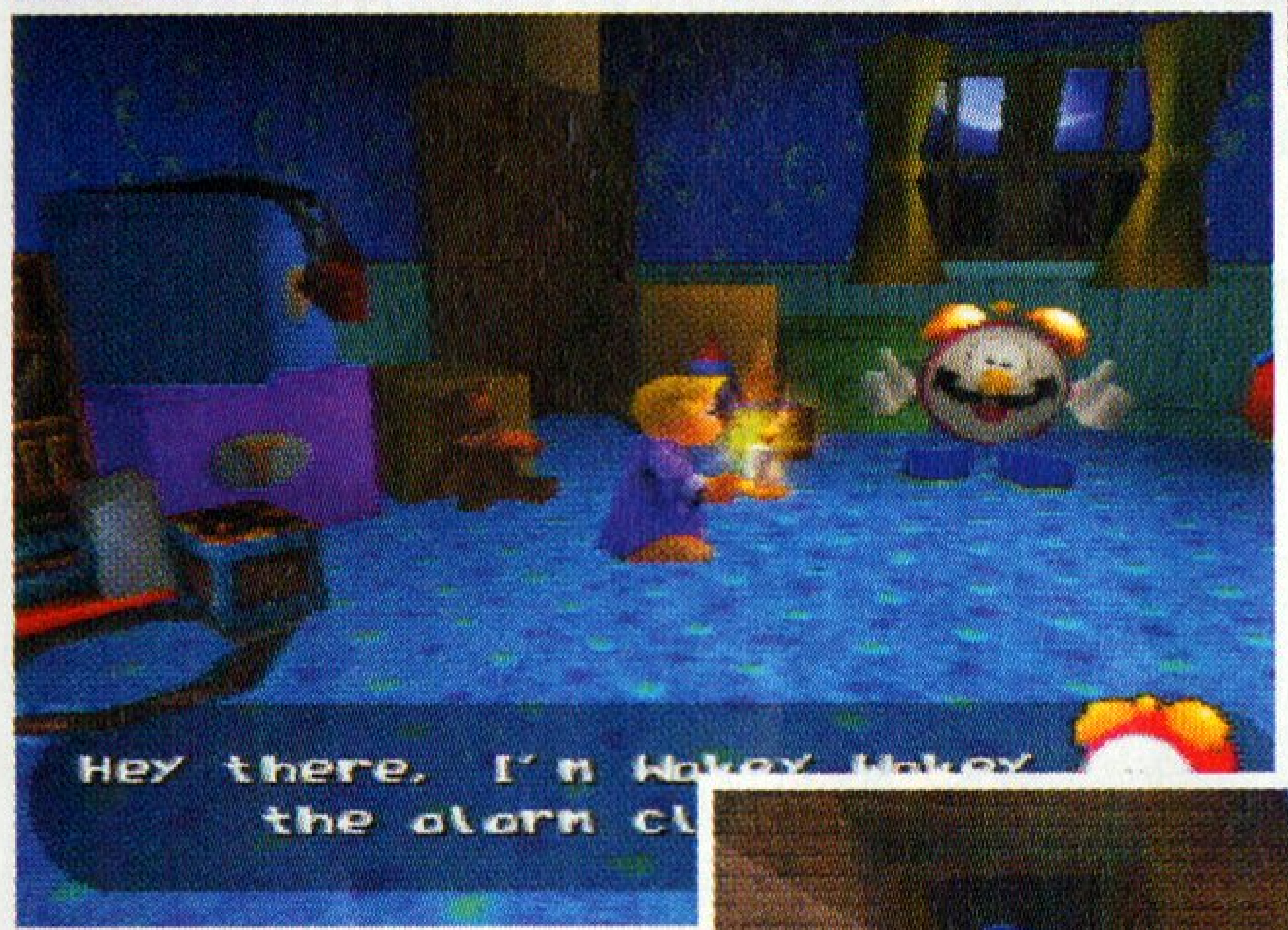
A game that sends you to sleep? Well yes, but in a good way because this dreamy little platformer is not to be snored at. Grab your milky drink, it's time for beddy-byes...

I'm here to help with the salad preparation.

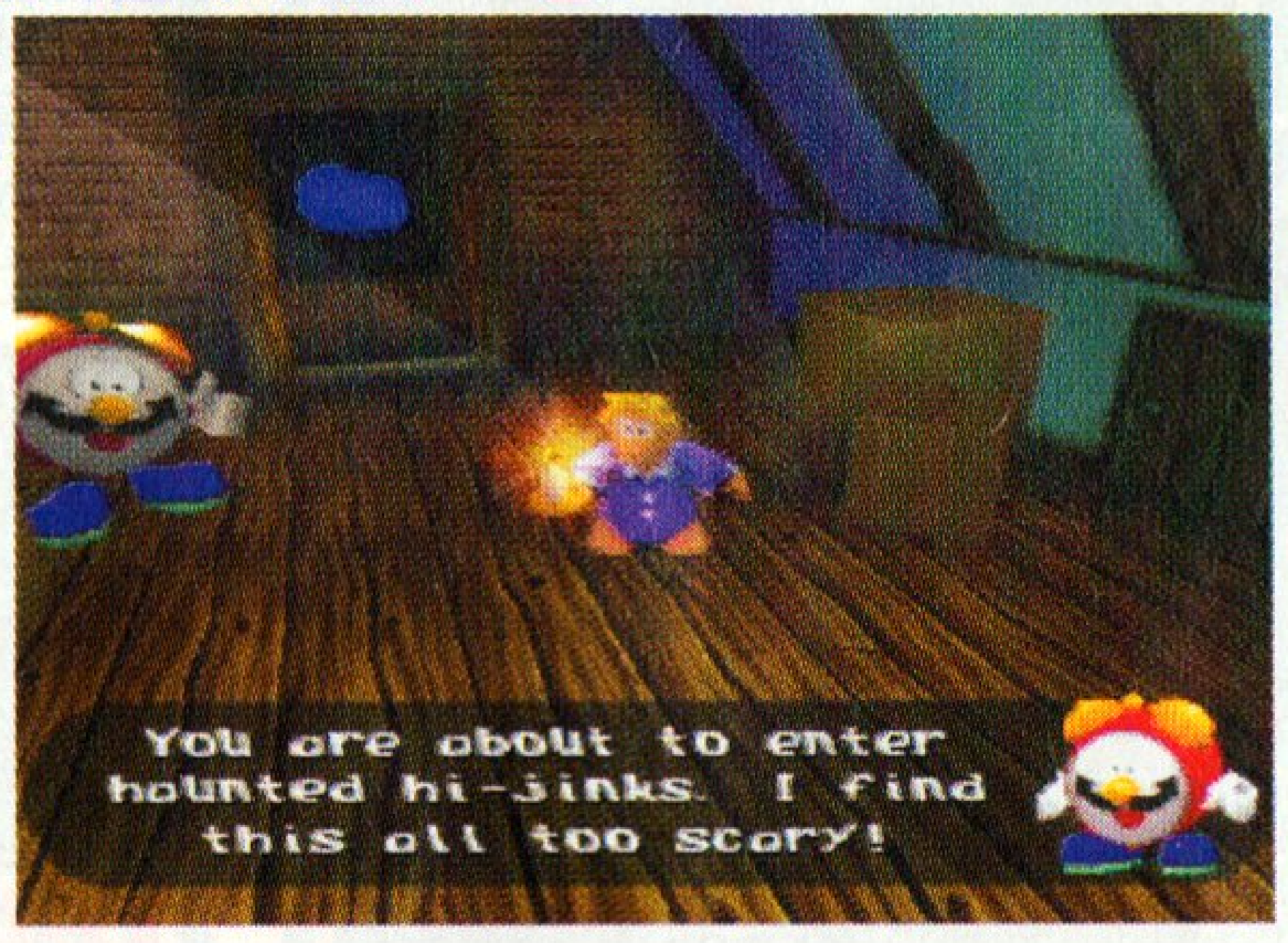
40 WINKS



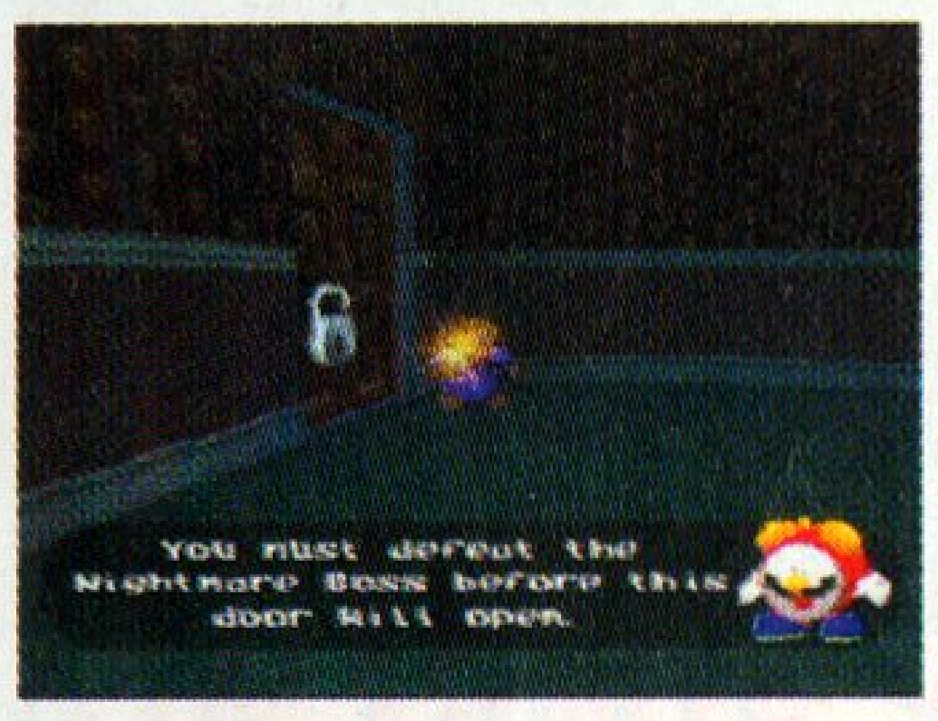
▲ Here's where it all starts. Aw, doesn't he look cute.



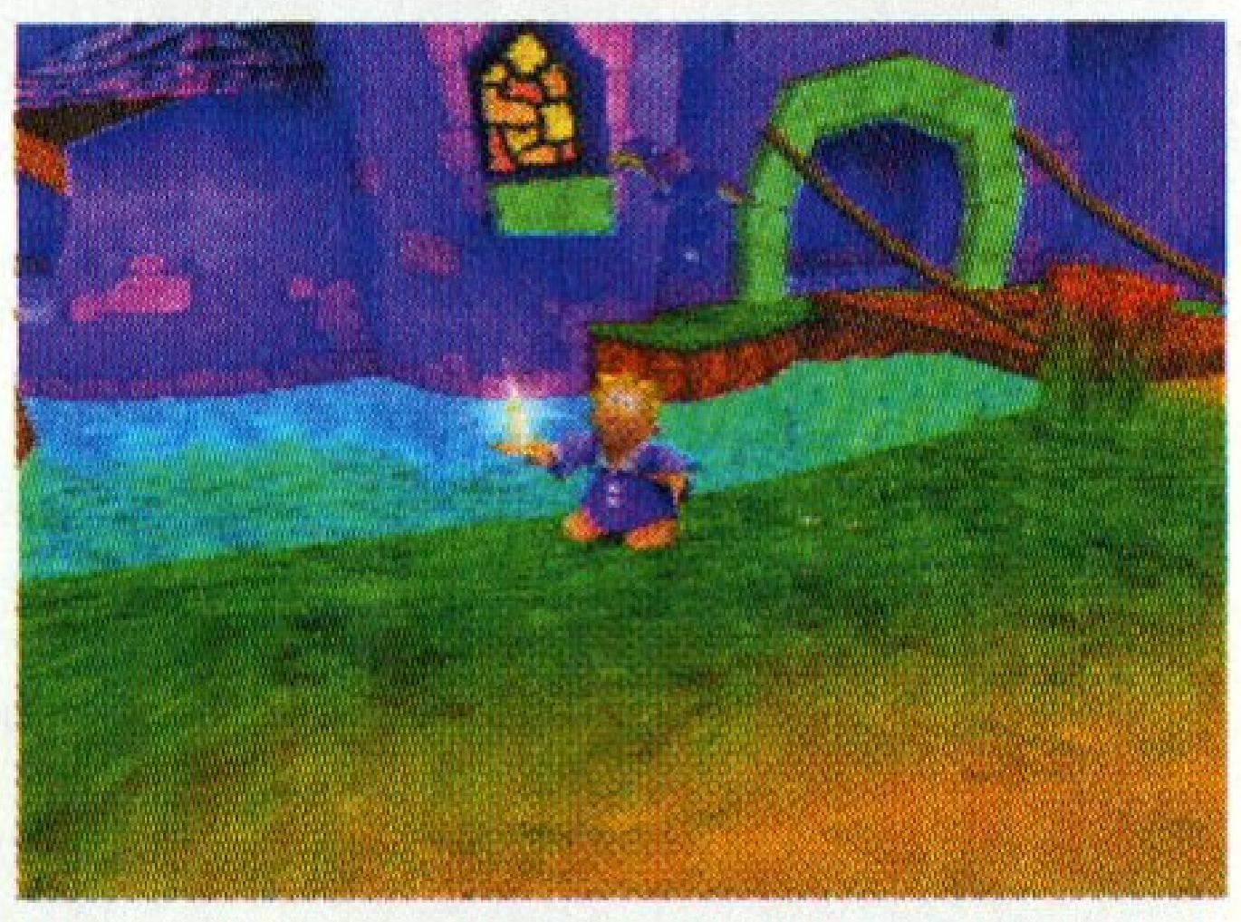
◀ I wish that alarm clock had a snooze function attached to it.


You are about to enter haunted hi-jinks. I find this all too scary!

▼ Brrr, best hide under the duvet as the next bit promises to be spooky.


You must defeat the Nightmare Boss before this door will open.

▼ You'll remain locked out until you defeat a boss. Doh!



Are you tucked up in bed with your jimmy-jams on? Good. Now settle down with your cup of cocoa and listen to a bedtime story.

Did you know that we're looked after in our sleep by cute creatures called Winks, who make sure that we only have good dreams? And did you know that nightmares happen because a nasty man called NiteKap can't sleep. So he orders his evil Hood-Winks to scare you and capture the poor little Winks? Yes, it's all true. No really it is!

SLEEPY

40 Winks is a cracking 3D platform game, that's obviously been designed with kids in mind, but still has plenty of tip-top gaming action for insomniacs of all ages. As one of two mischievous kids called Ruff and Tumble, you have to enter your dreams and free all forty of the captured Winks from a series of ghouls, aliens, sharks and dinosaurs. As well as Wink-freeing, you have the task of collecting 12 dream keys from each world which then lead you into the head-to-head with the end-of-level boss – the nasty NiteKap's terrible, moth-eaten teddy, Thread-Bear.

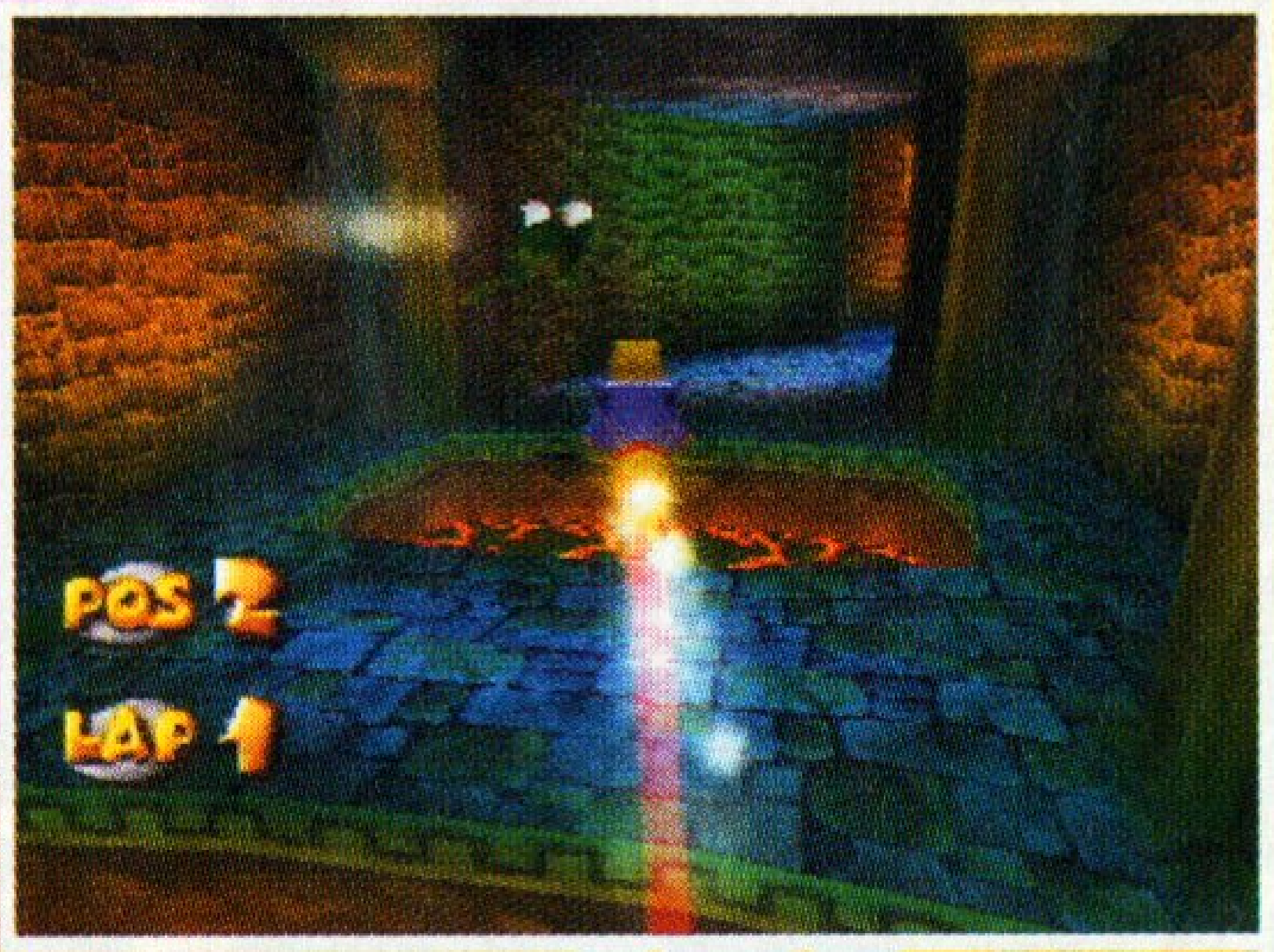
At the start of the adventure, you meet your guide called Wakey Wakey – a camp alarm clock that teaches you the basic moves of jumping and punching. You also possess the ability to yell very loudly at monsters to scare them away, but this power has to be replenished so it's best not to scream blue-murder too often. Once you've learned the basics, you can enter the first nightmare world and start your search for the missing Winks.

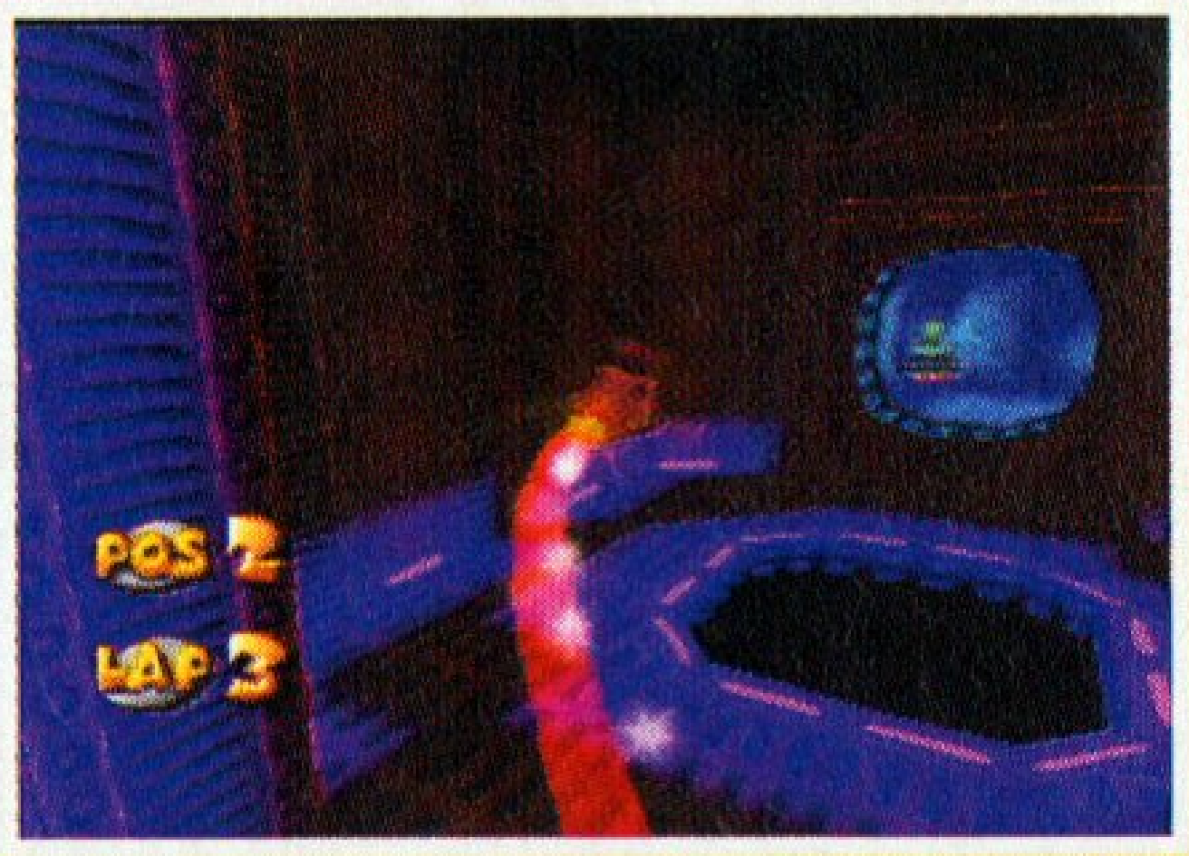
DROWSEY

40 Winks is essentially a 3D platformer so there's the usual jumping from ledge-to-ledge, enemy bashing, puzzle solving and

1 WHACKY RACERS!

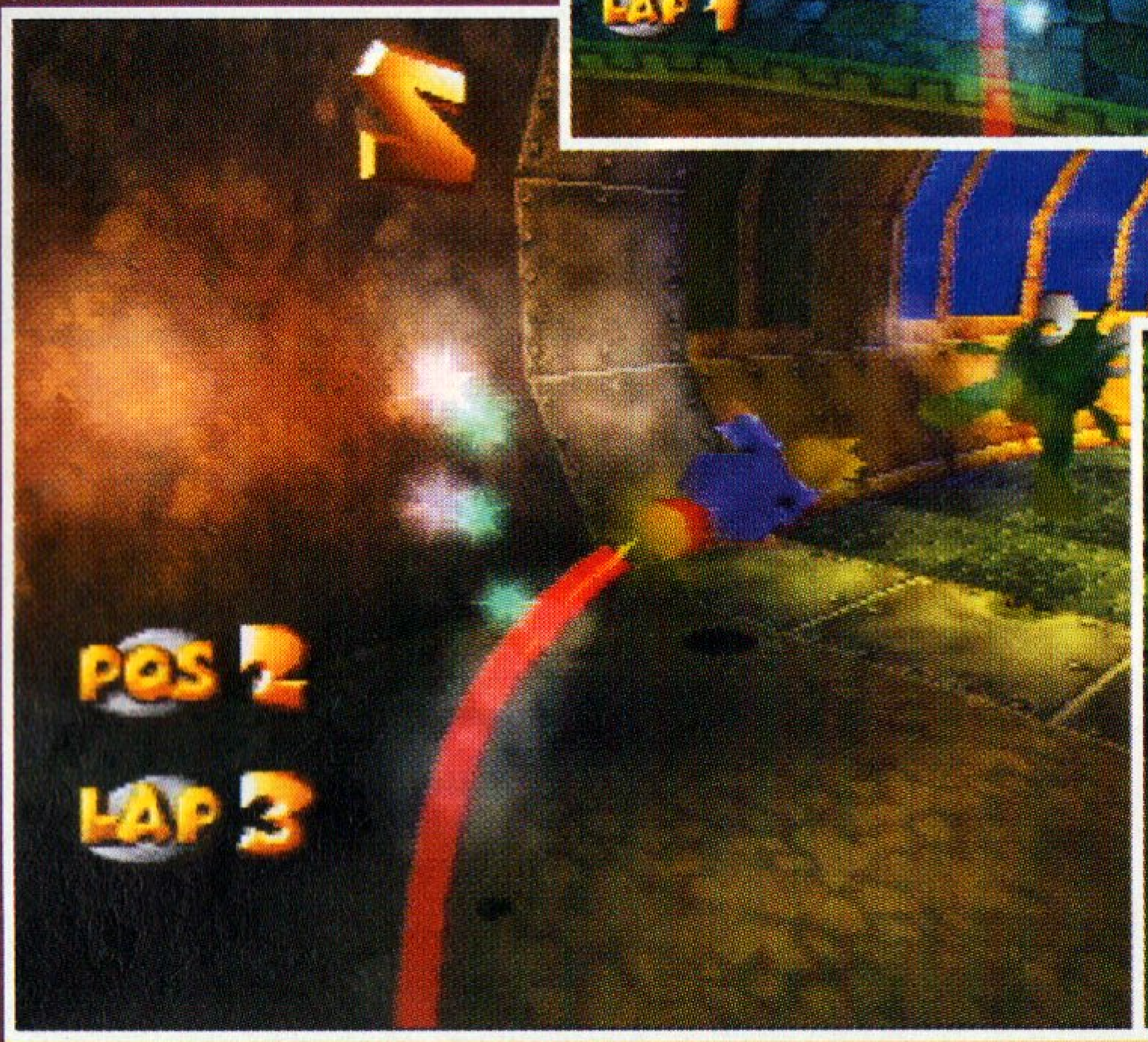
Racing Thread-Bear's champions is a great part of the game. If you beat the witch, shark or other enemy, you'll get to keep all the extra lives and other goodies you collect.

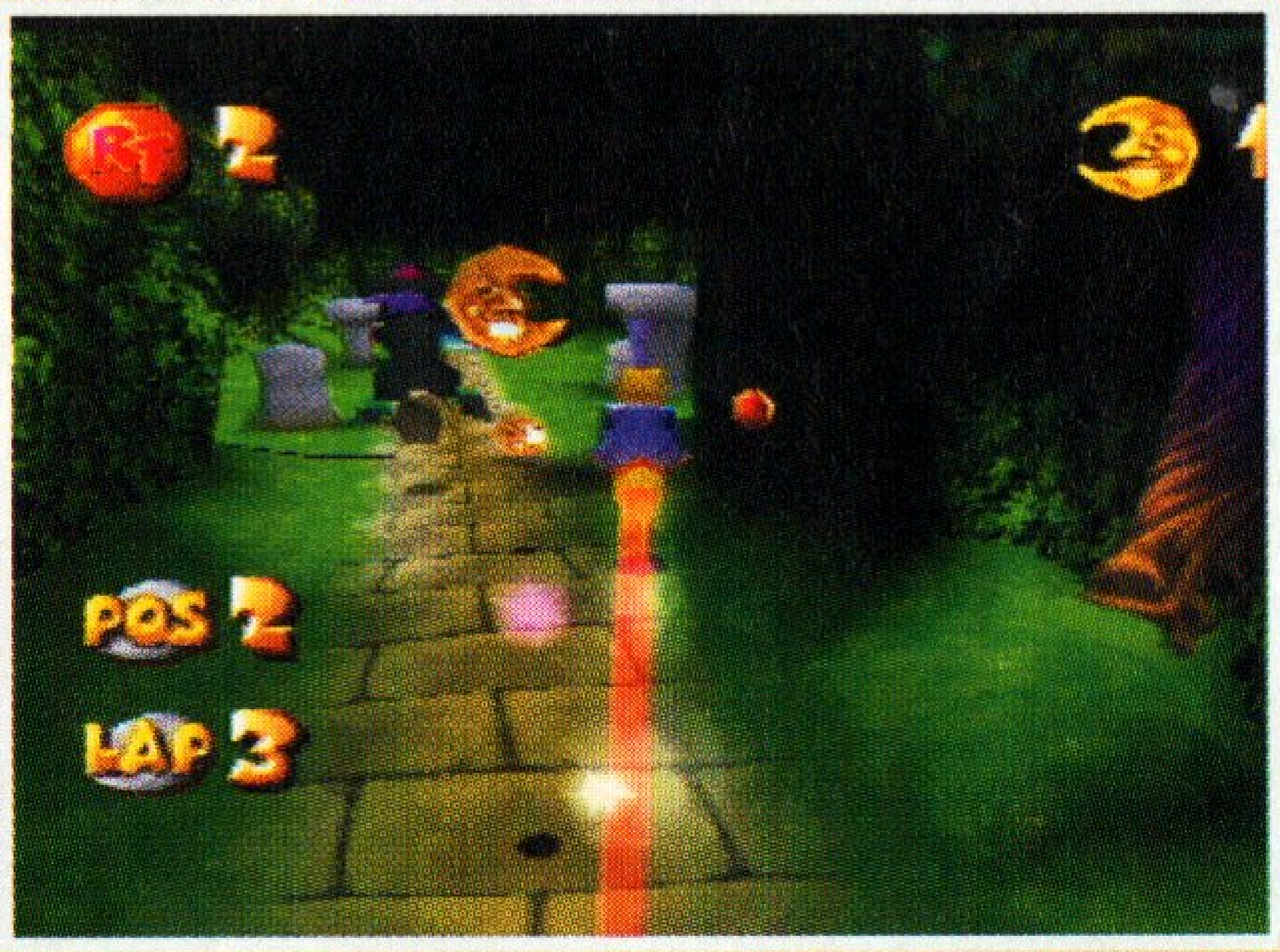


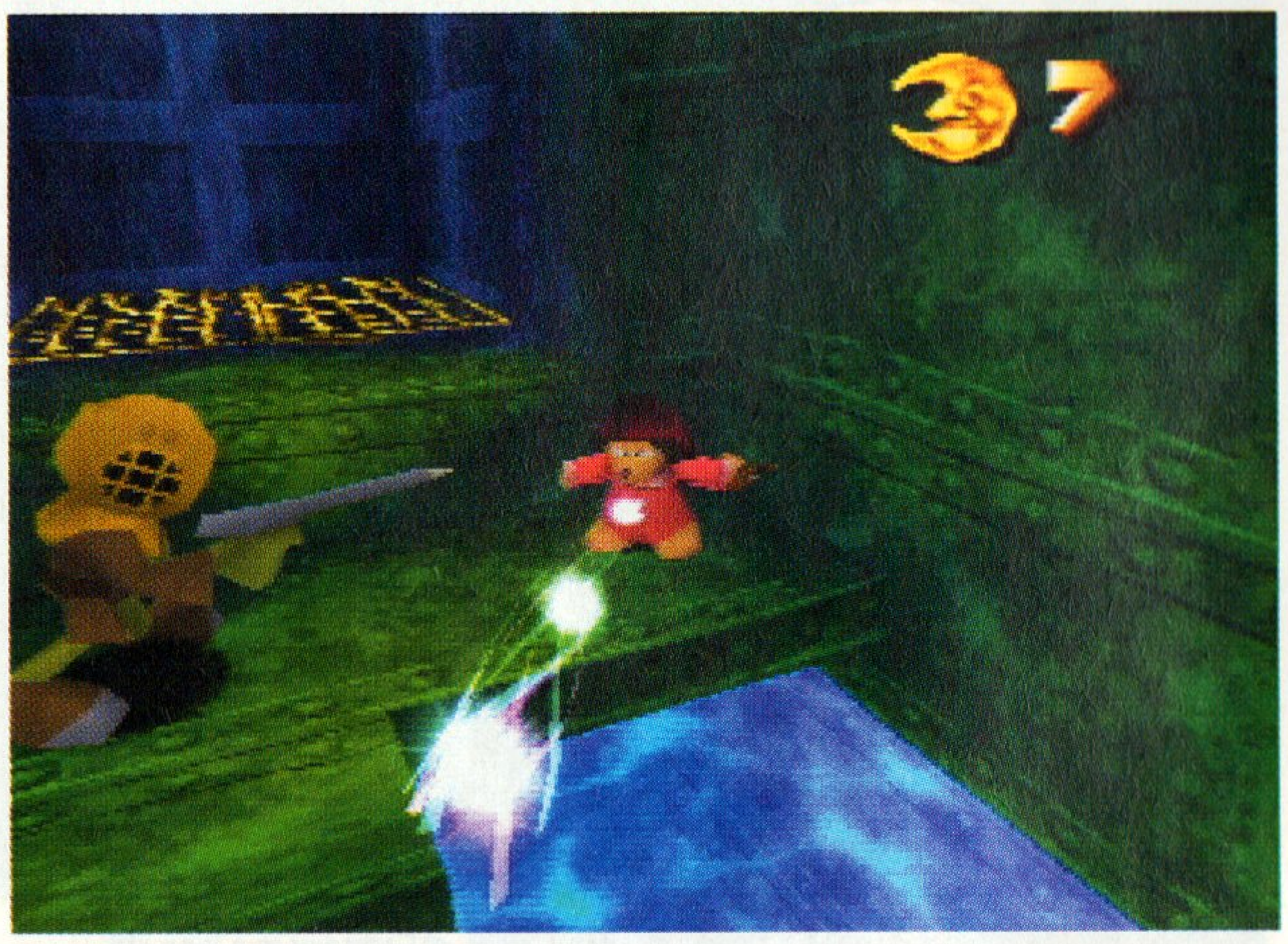


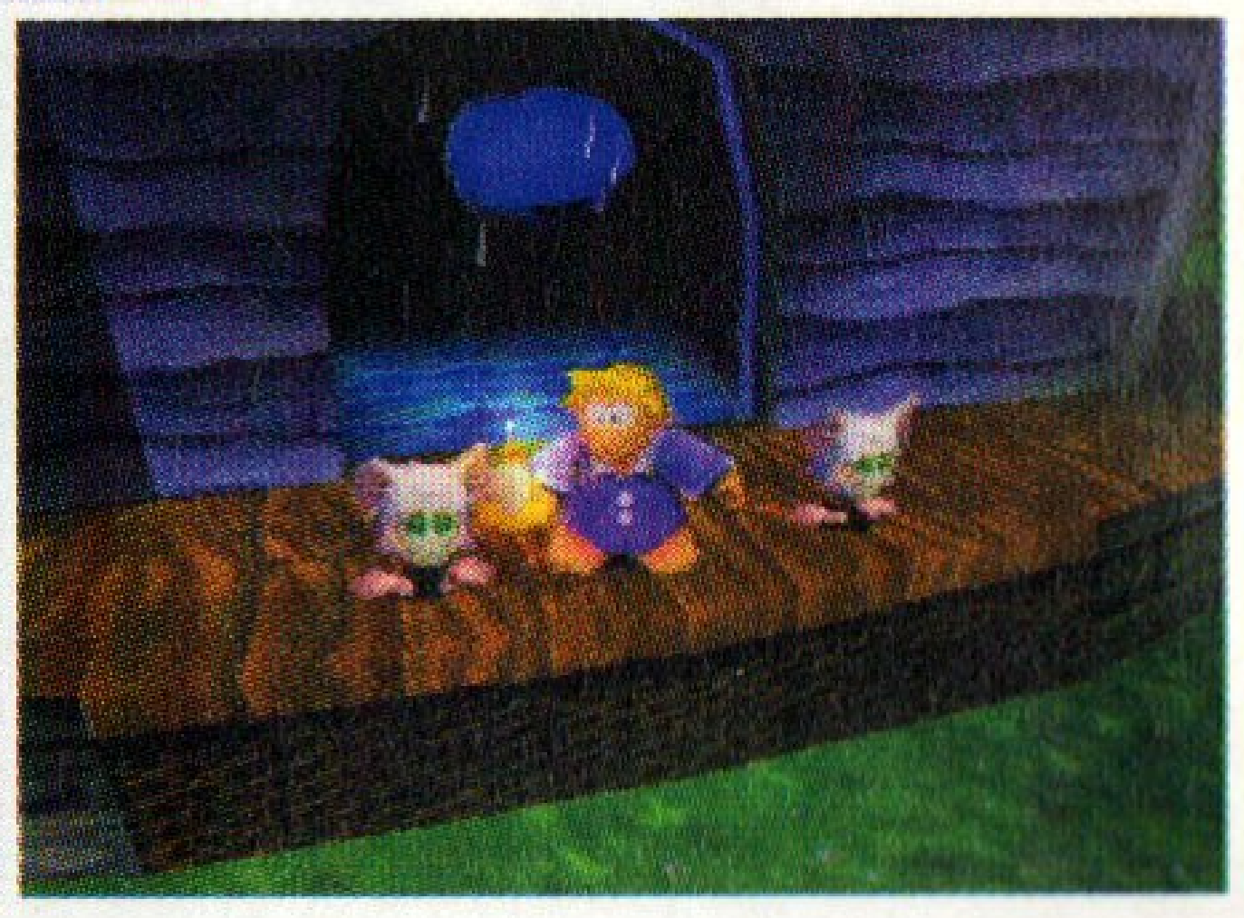
◀ Think you're fast then, Jaws? I've got a propeller strapped to my pants!

▼ Decisions, decisions. I really can't decide witch way I should go...

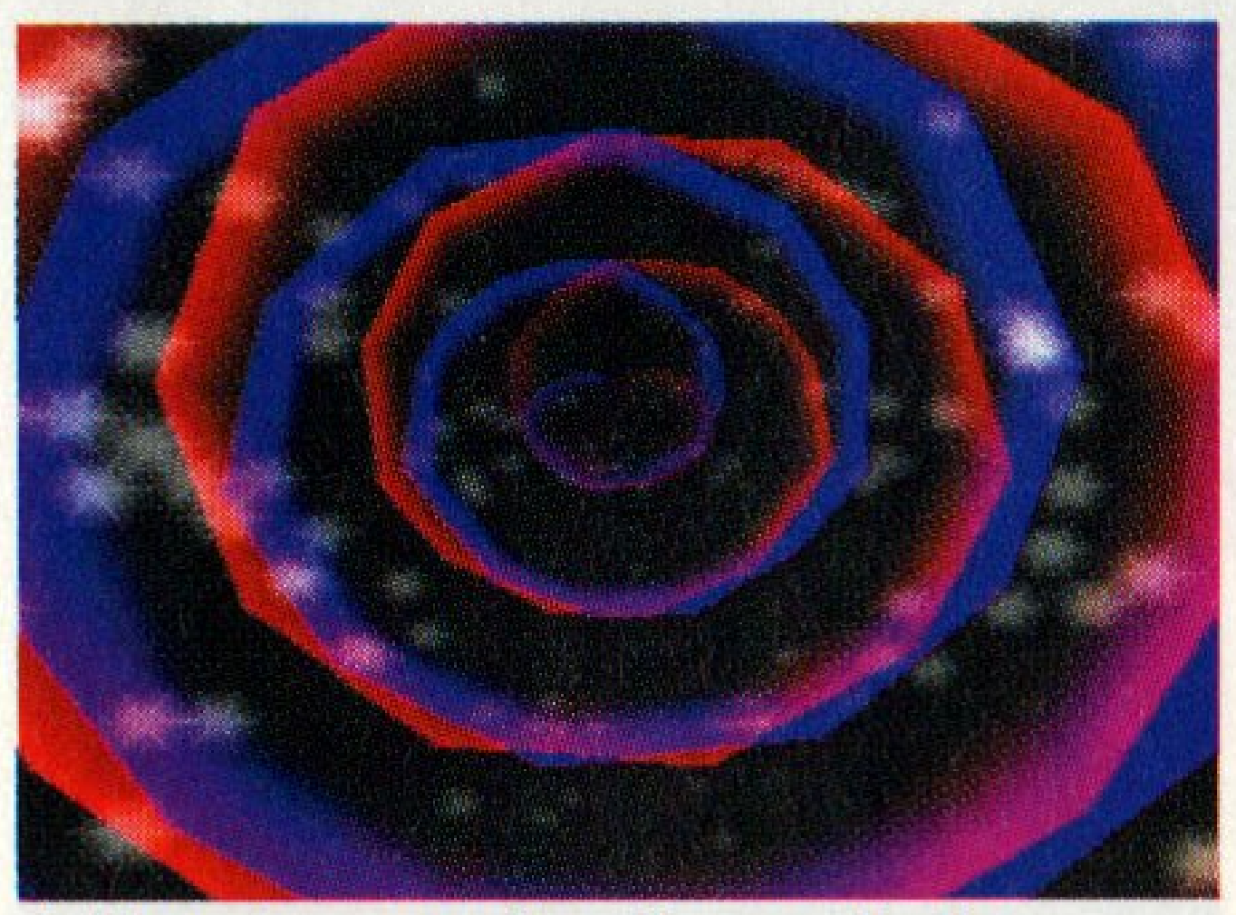




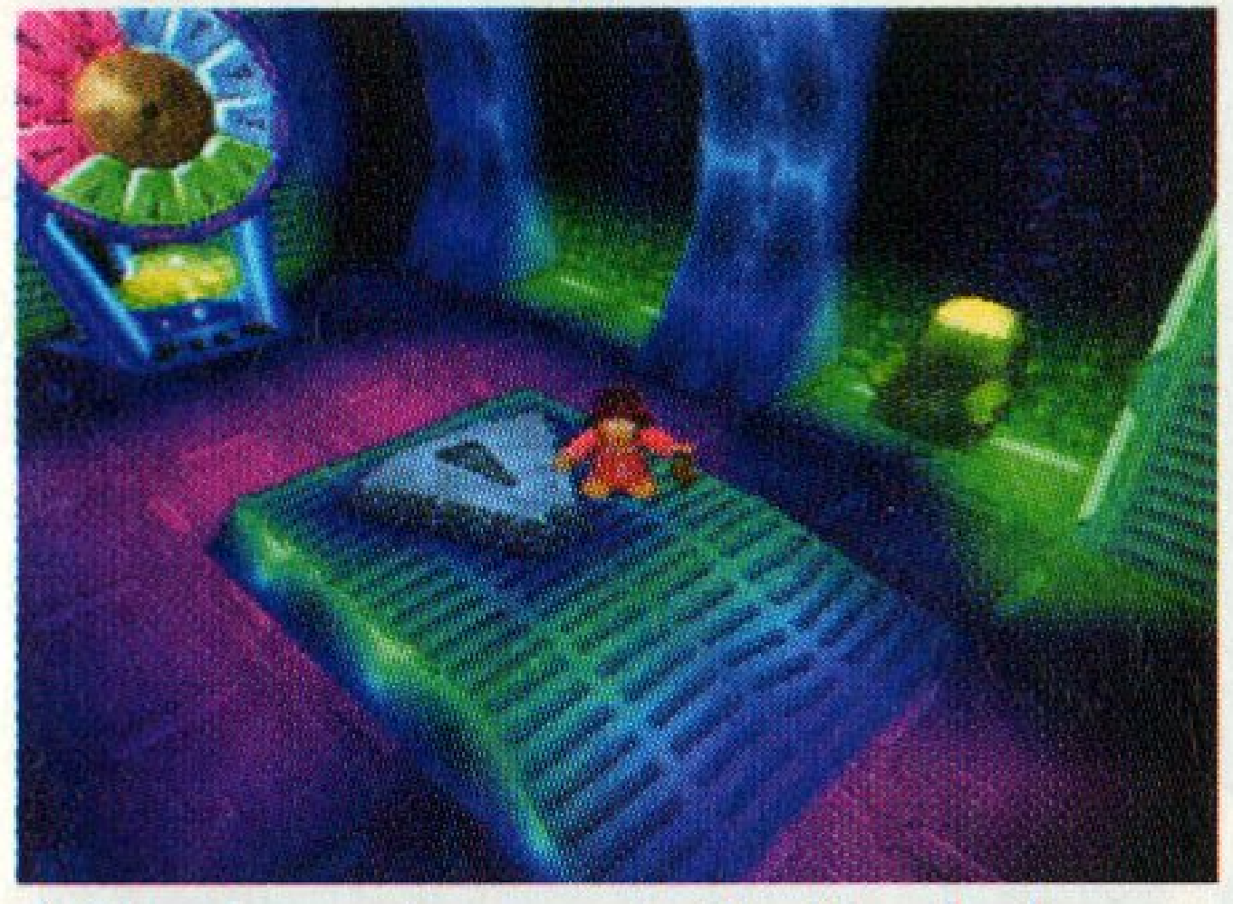




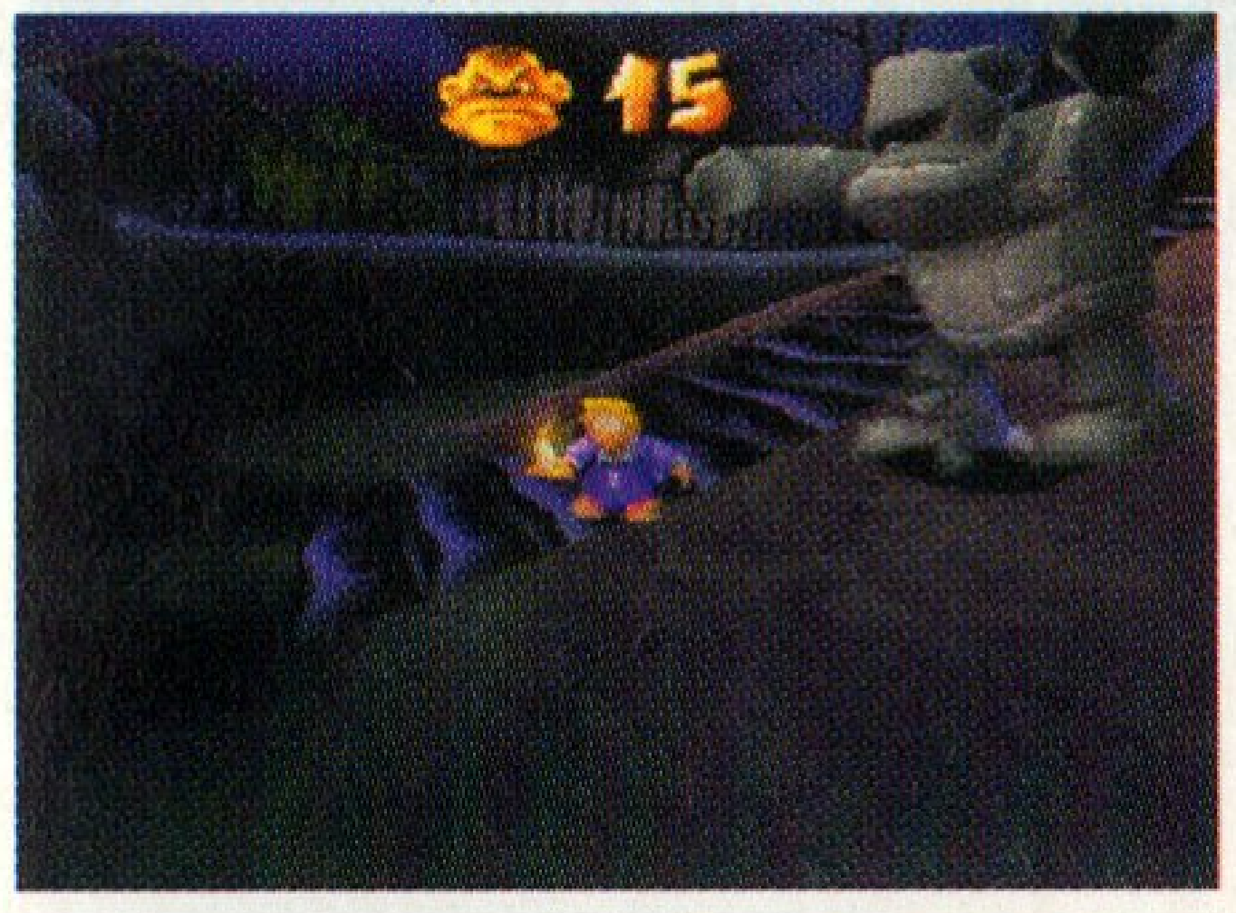
▲ "I'll thkweam and thkweam and thkweam until I'm thick!"



▲ Listen to my voice. You are feeling sleepy, ever so sleepy…



▲ The dream keys go in the big clock, then save the game by sitting in the chair.



key collecting – although in this case you collect cogs to open doors. Weird. You start off with three lives, a generous helping of screams and fifty Z's which represent your sleep energy. You lose sleep (geddit?) if a baddie gets a punch in or shoots you with one of the many varieties of enemy weapons. Controlling your character does take a bit of getting used to, especially as the camera sometimes swings round to an awkward view so you can't quite see what's going on.

But overall the game is rather fun and has masses of challenges in each of the six different worlds. These include a spooky land with ghosts and spiders, pirate's island with treasure chests and brightly-coloured parrots and a hilarious alien planet with little ET's running about with laser guns zapping anything that moves.

The best parts of the game are the little surprising elements that stamp out the game's originality such as the race challenges where you have to beat the nasty Thread-Bear's appointed champion over three laps to collect extra lives and bonuses for use in the main game.

DREAMY

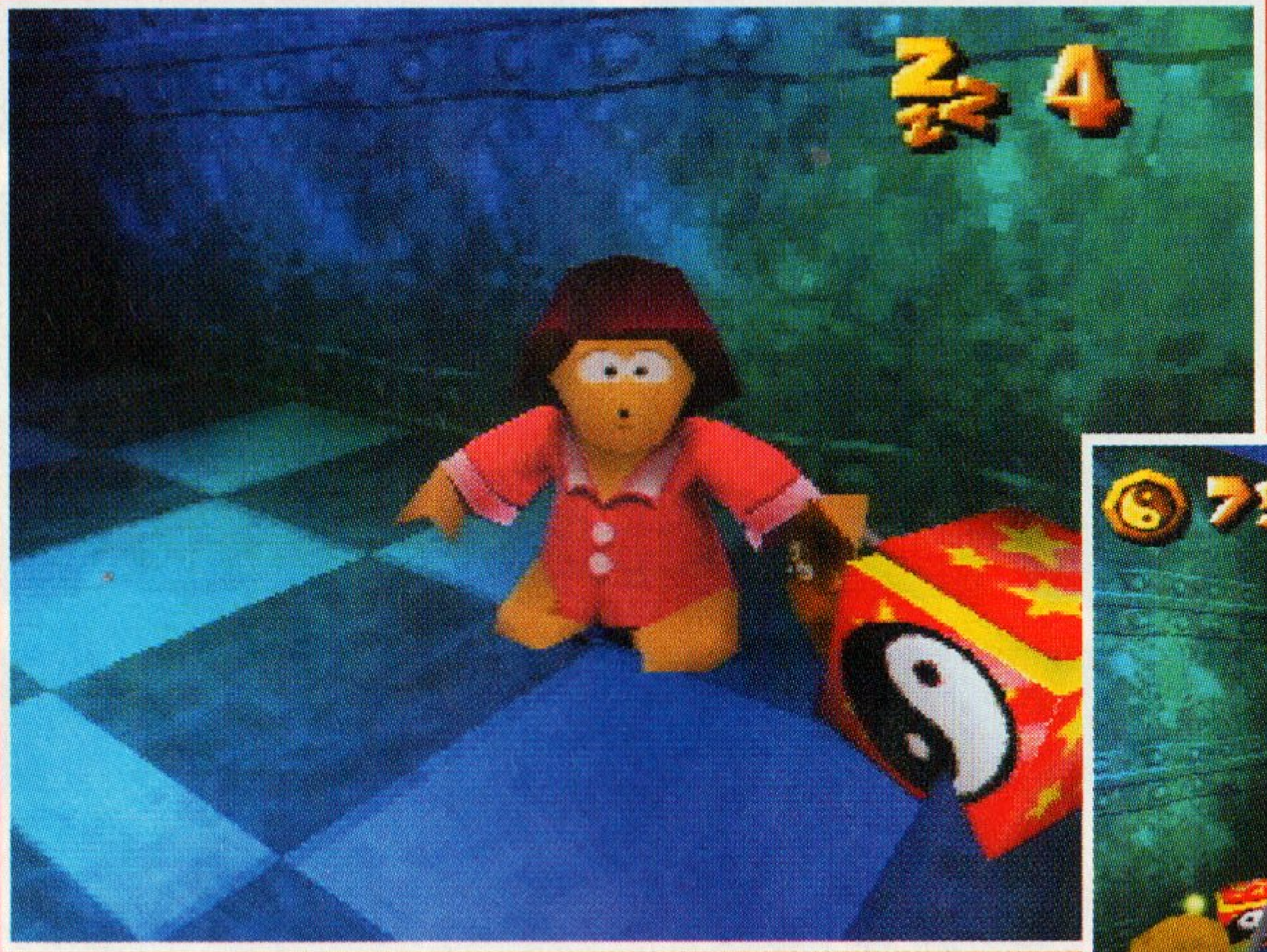
Graphics-wise the game shines. There's oodles of colour and lighting effects, including pulsating teleporters and star-showering magic spells. Even the loading screen is a mind-bending swirl of colours. The cartoon-style graphics are fantastic, with snot-blowing moose heads, harpoon-shooting scuba divers and witches that zoom about on broomsticks like scooter-riding Parisian teenagers. The FMV sequences are also superb, setting up the characters and coming in at other points to add to the story-book feel of the game.

On the downside, the game is sometimes incredibly frustrating as there's no map, so you find yourself wandering about for hours trying to find that missing dream key or an errant cog.

A bad dream? Well, *40 Winks* is by no means a classic, but there's plenty of high-jinks, a bed full of lovely graphics and enough puzzling and platforming to keep you awake for weeks. Now stop reading, put your light out and go to sleep – it's way

2 BOX CLEVER!

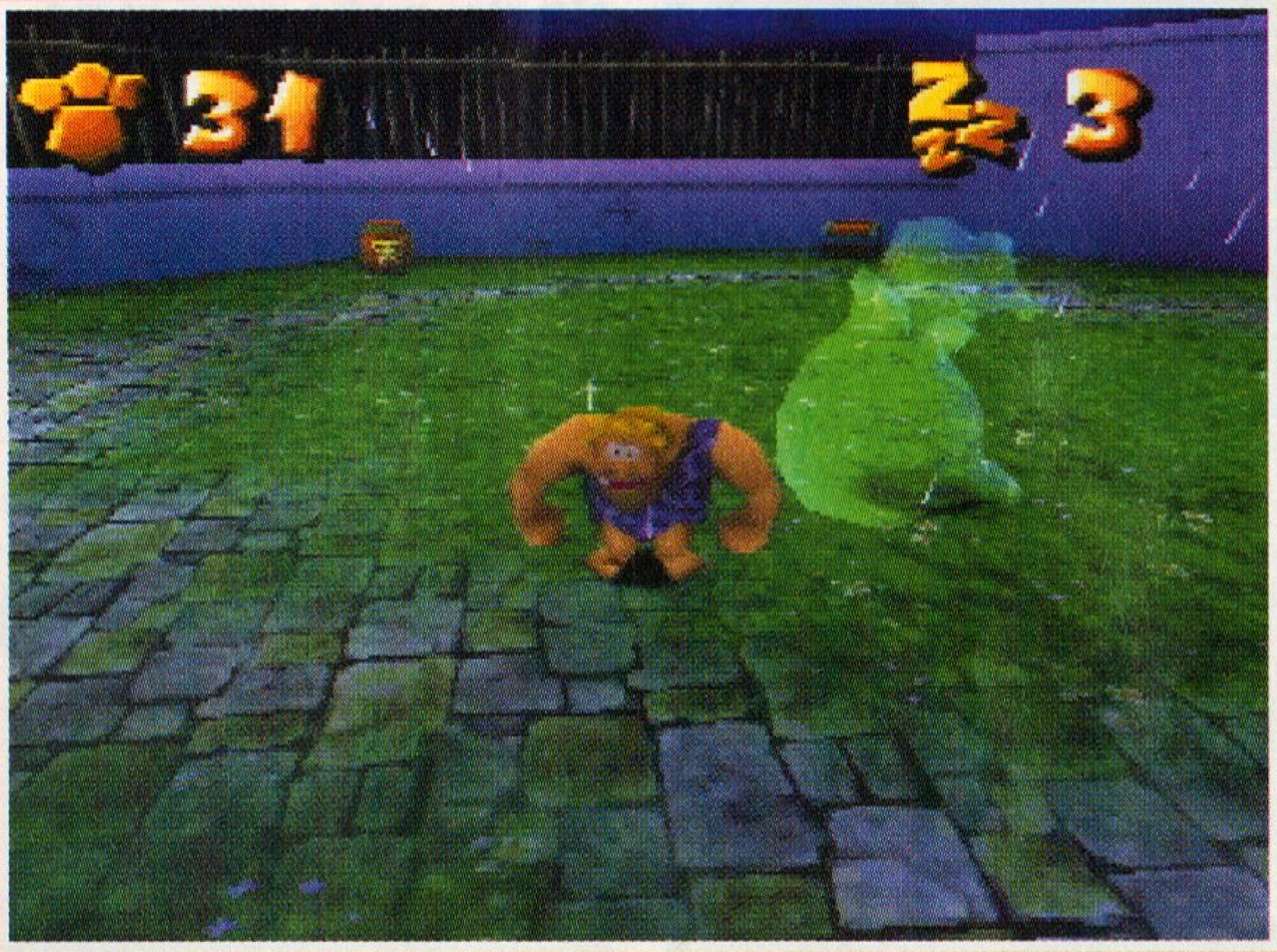
The jack-in-a-boxes scattered throughout each level are fantastic as they allow you to dress up as a wacky character and become invincible. Check out the very funny super-hero and especially the huge lumbering monster!



▲ Hey look! You've found a box with a yin-yang symbol on it. Good, now give it a whack to open it, then jump inside for a quick change.

▲ In you go… and Pow! You're a ninja warrior ready to karate chop the baddies. Hiiiii-ya!

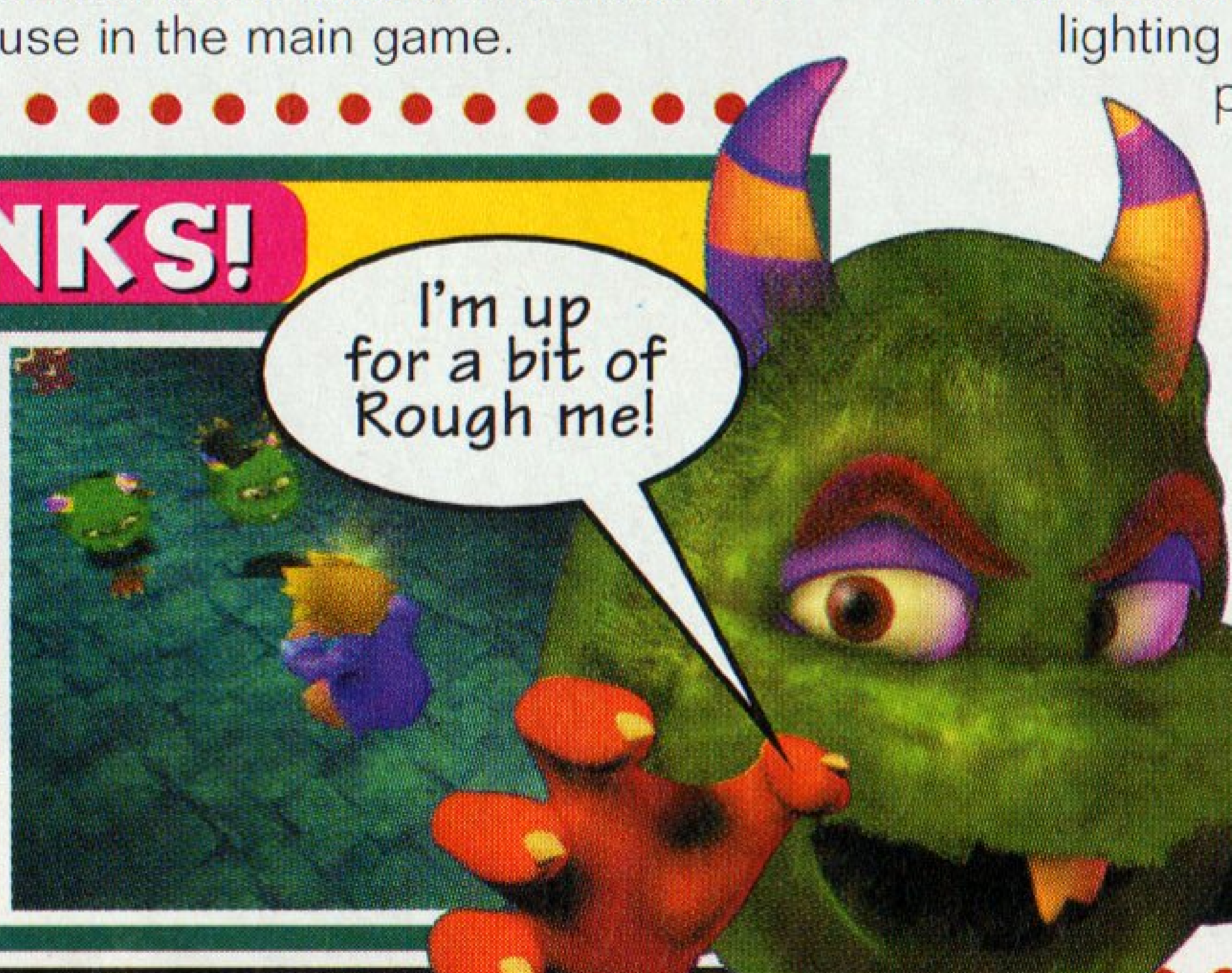
▲ Duh! I'm a gigantic monster, me, and dead clever as well.

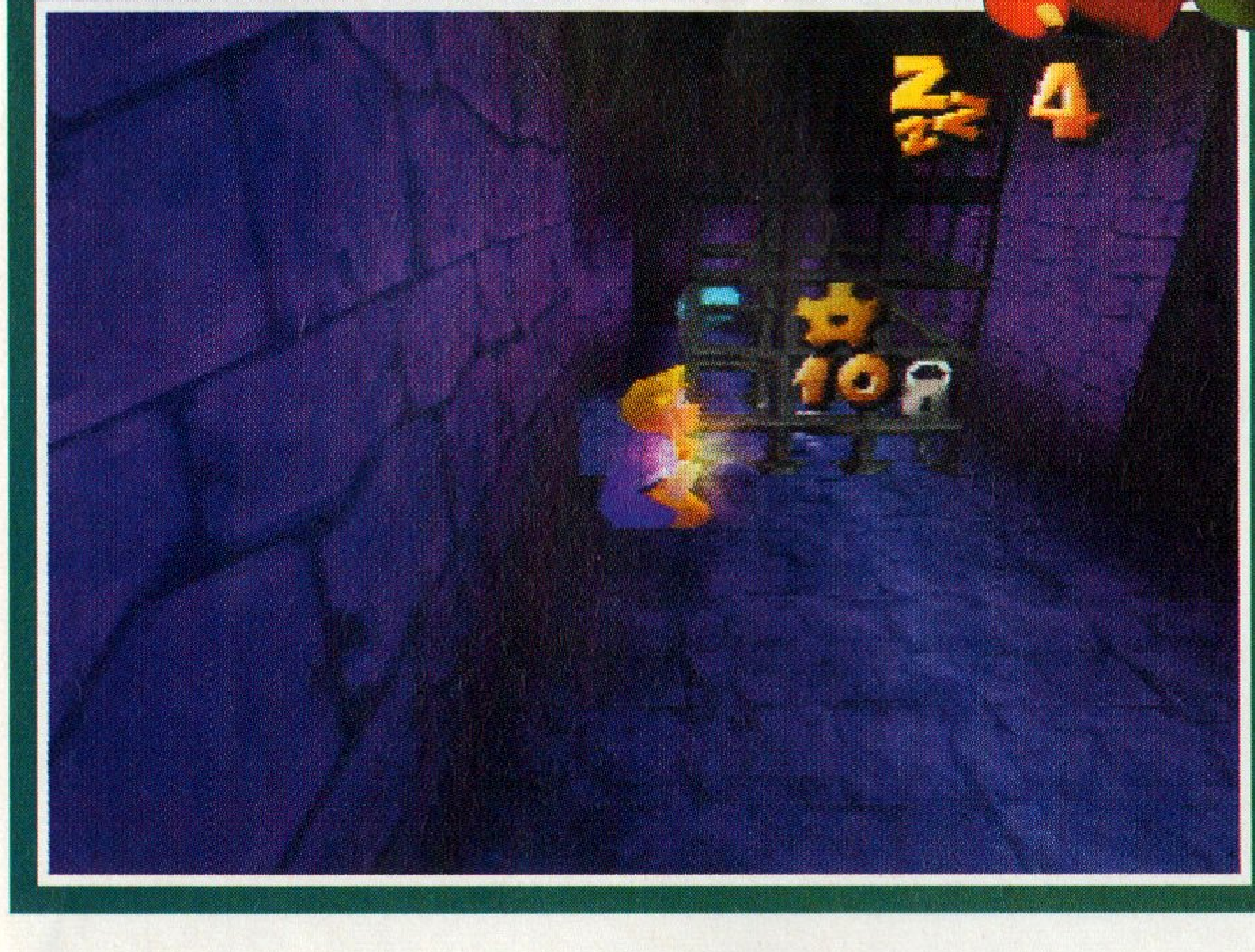


▲ No, I keep telling you, I'm not The Incredible Hulk. I'm not even green and I don't look anything like Lou Ferrigno for goodness sake!

3 STINKY WINKS!

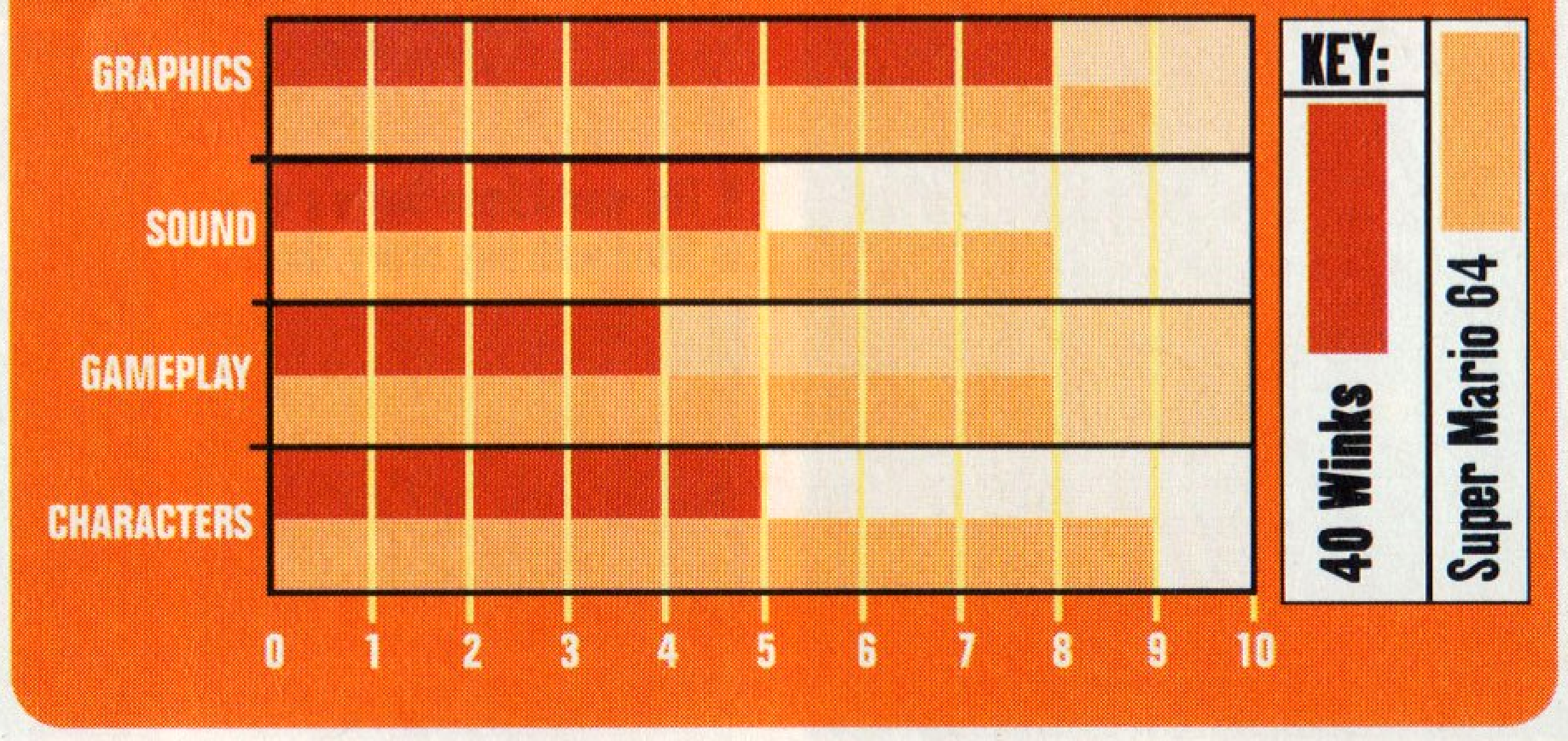
These nasty green critters are the Hood-Winks. They are the henchmen of the evil insomniac NiteKap, and they've captured the innocent little pink Winks. You have to collect enough cogs to lift the cages.


I'm up for a bit of Rough me!



JUMPIN' JACK FLASH…

How does *40 Winks* compare with the marvellous *Super Mario 64*? Check out our very accurate, scientific graph…



> "YOU CAN'T MAKE LIFE OR DEATH JUMPS ACROSS GAPING CAVERNS BUT YOU CAN TEAR YOUR ARM OFF AND PUMMEL ZOMBIES TO A PASTE…"

JUDGEMENT

PRESENTATION

Slick and professional with beautiful graphics, great music and a top FMV intro.

GAMEPLAY

A little reminiscent of other platformers such as *Super Mario 64* but fun nevertheless.

LIFESPAN

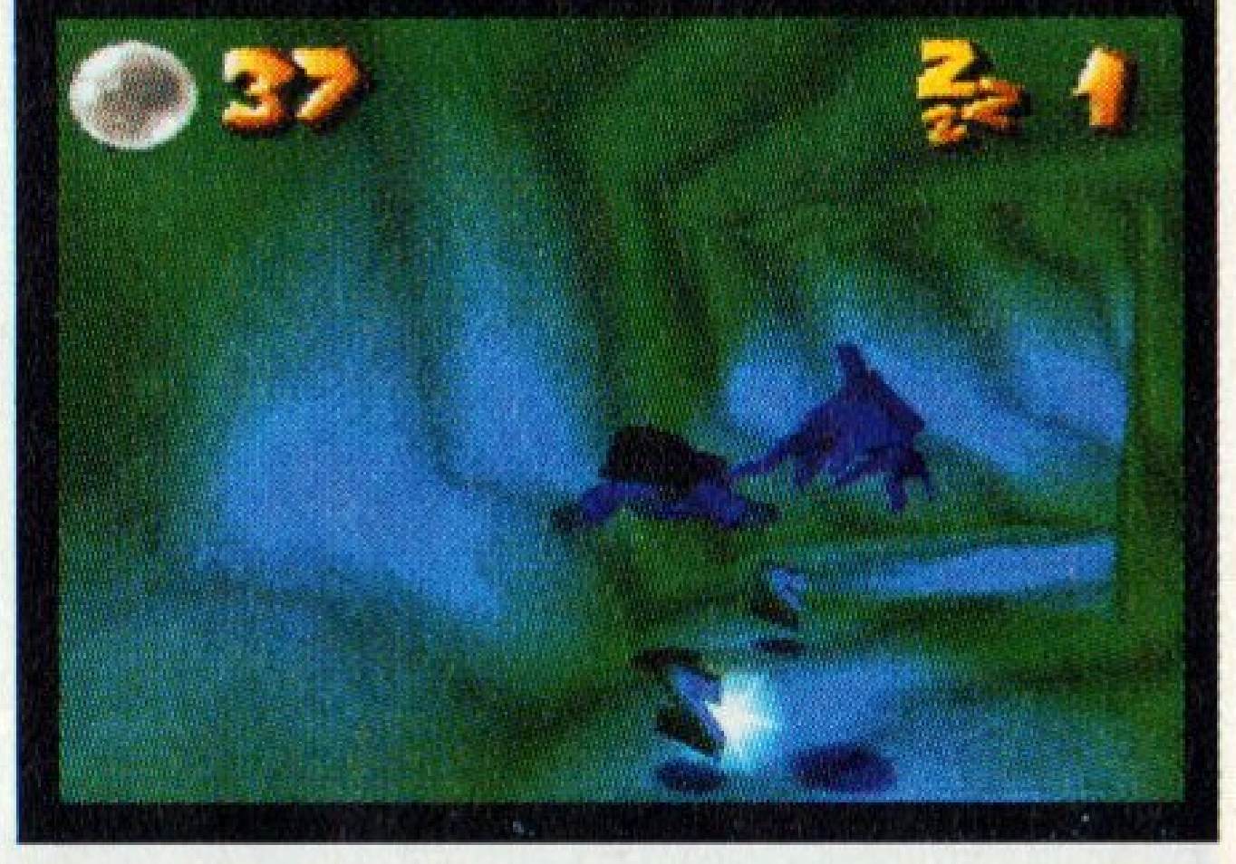
You'll want to complete the game and access all those later levels packed with dinosaurs and robots.

THE BEST BIT

Jumping into the jack-in-the-box and being spat out as a fantastic new character. Yahoo!

THE WORST BIT

Fighting the baddies underwater. It's nigh impossible and bloomin' annoying as well. AAAAGGHH!



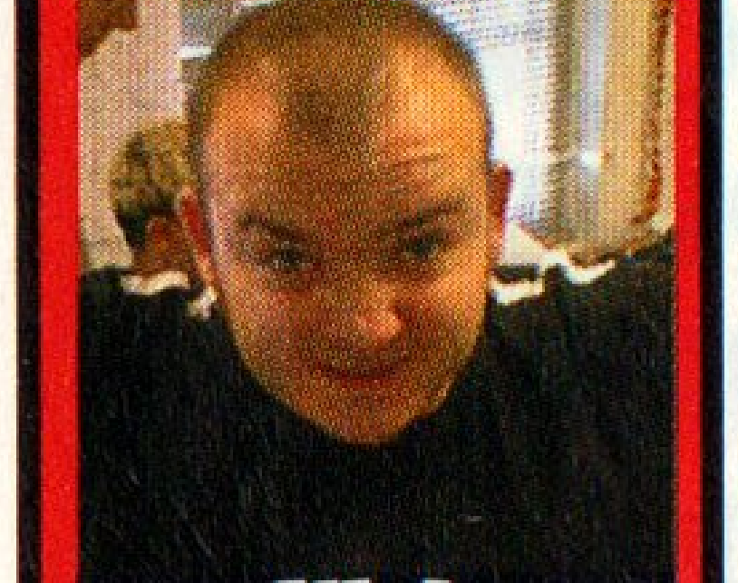
A derivative but fun platforming game that has some great graphics and a sleeping bag full of puzzles and challenges to amuse.

82%

If you like this…
***Croc 2* and *Spyro 2* could whet your appetite further, but *Super Mario 64* is still the King of platforming.**

DATA▶ FORMAT REVIEWED: PLAYSTATION PRICE: £35 OUT: NOW

PlayStation
Reviewer



Nick Jones

What do you expect from a 3D platformer? Cute, gut-wrenching graphics, sickeningly pretty characters and little originality? Somebody pass me a sick bag…

SPYRO 2: GATEWAY TO GLIMMER

How do you sell things to kids? Well, if you're a marketing man at a videogames company it's simple: make your game massively cute.

Give the star characters massive eyes, have them voiced by dodgy actors and make them appear in a simple story about morals or something. In short, do a Disney film in digital form. This formula has worked wonders down the years so who's going to change it? Certainly not the developers of *Spyro 2*, they're too busy counting their lovely wonga!

STORYTiME

So this simple story sees our hero, Spyro the Dragon, summoned to help the people of Avatar who are under the power of some evil warlord-type bloke. Naturally the story is really just an excuse for you to run around jumping on platforms, collecting stuff and defeating the odd boss here and there. Go on admit it, you love it.

LEVEL SWEEP

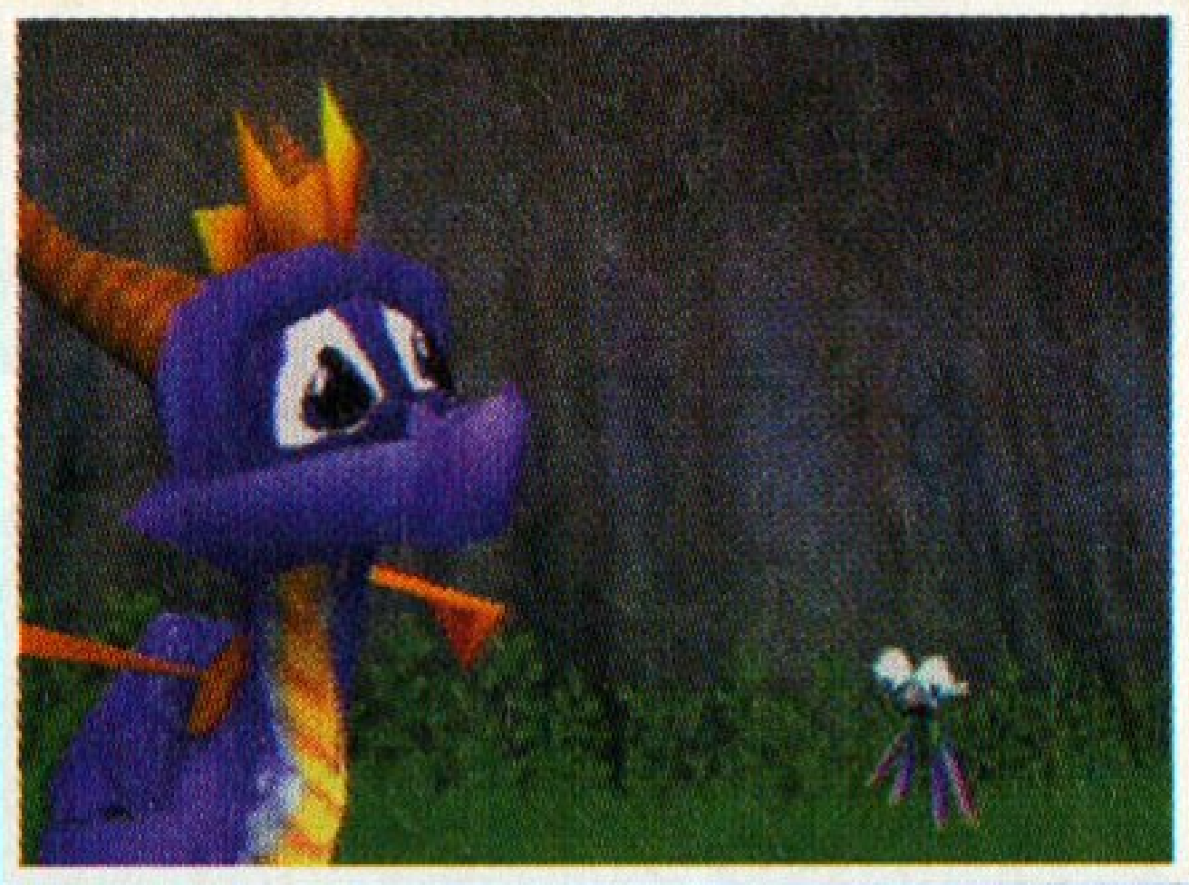
Gameplay-wise there is little in *Spyro 2* that we haven't seen before. All the usual platformer clichés are here: collecting gems, attacks, lots of jumping, a bit of gliding – yes, *Spyro 2* is definitely a platformer. It is, however, one of the better platformers around and it's definitely up there with the best of them on PlayStation. It borrows heavily from the classics – *Mario*, *Banjo* and so on – but manages to use some of the ideas in those games without ripping them off. Which is refreshing. Each of the levels must be visited and 'cleaned' of one evil force or another – this gives Spyro a talisman, a number of which are needed to defeat the game's main bad guy. But that's not all, there are reasons to revisit the levels and explore a bit – you see, you are rewarded with extra powers and you get to have some fun as well! This mostly comes from the sub-games but also from a weird sense of achievement in working your way around the levels. You see, as with many classic platformers, levels are so well designed and drawn that you actually enjoy being in the world of *Spyro 2*.

LOOKER

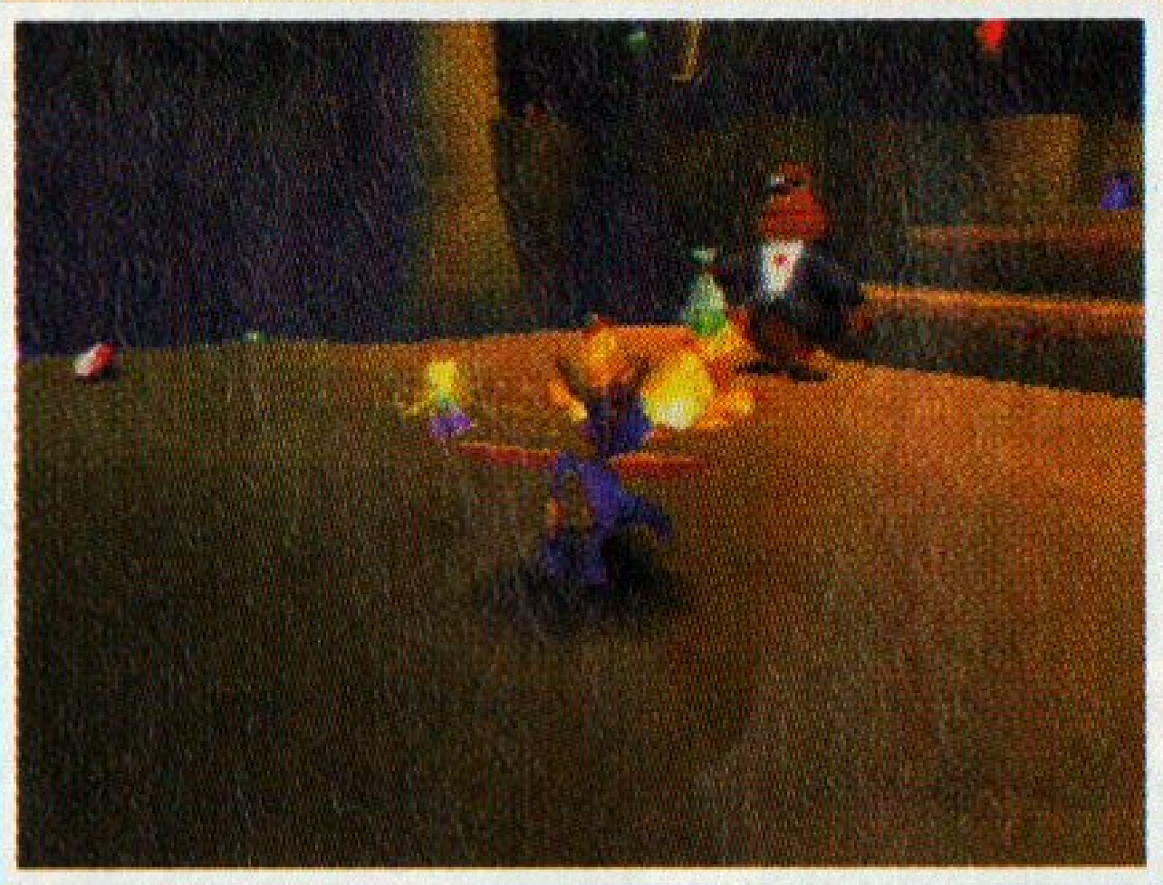
Looks wise, you can't possibly fault *Spyro 2*. It is colourful, has some good characterisation and

① THE CHARACTERS!

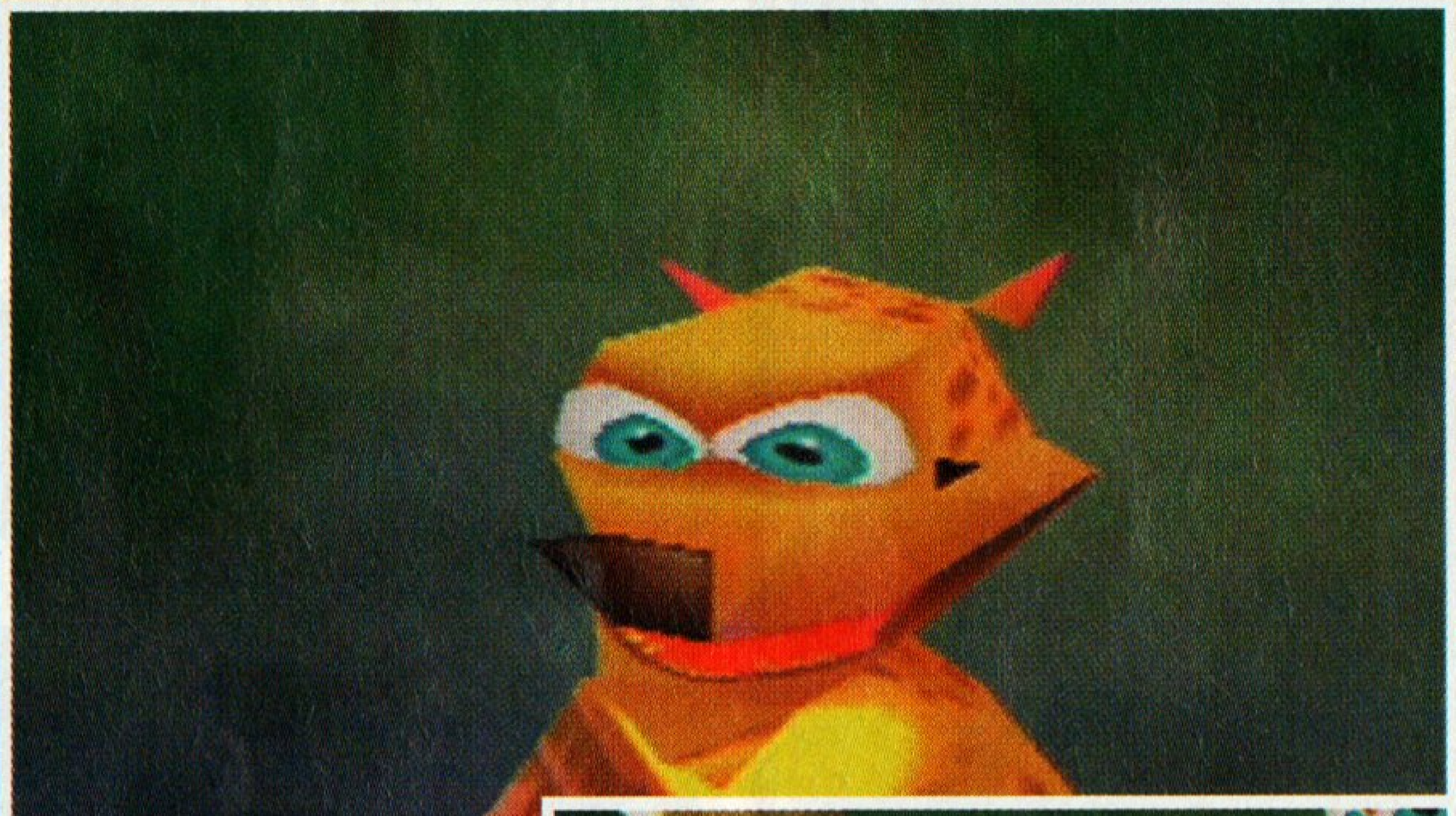
What would a cartoon platformer be without easily recognisable and cute characters? Not a lot, actually…



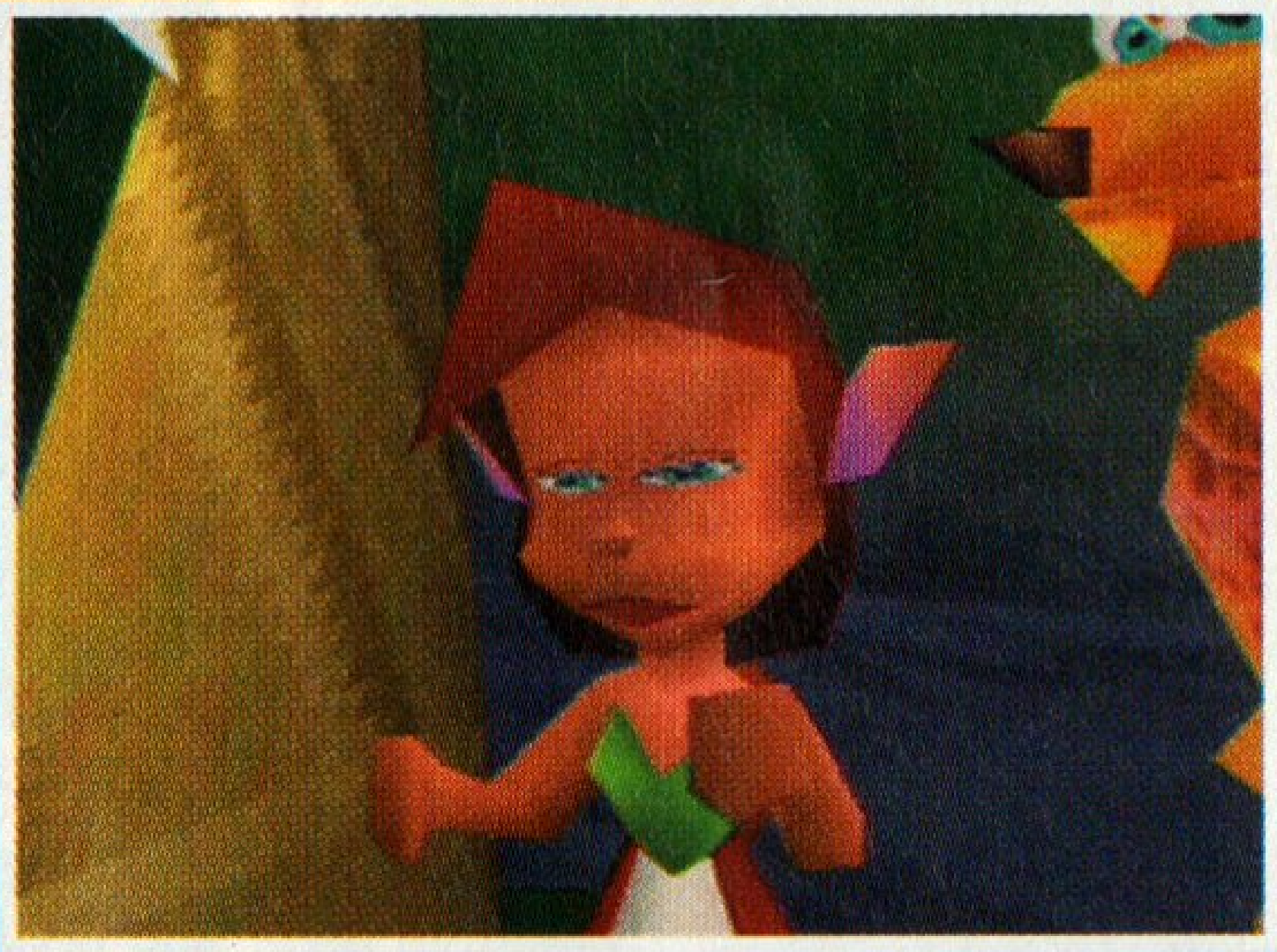
▲ The hero of the piece, Spyro. Apparently, he's the only one who can save the day.



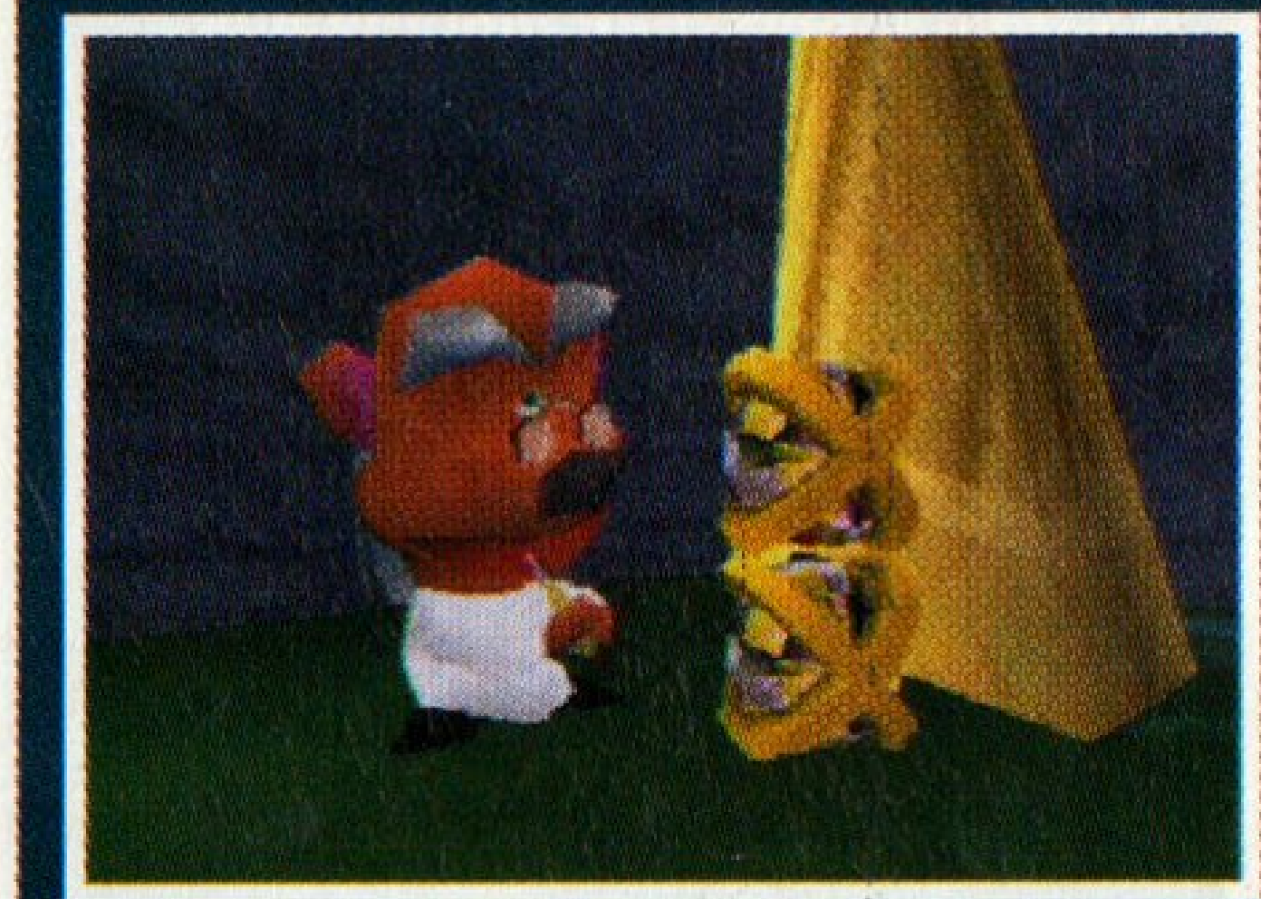
▲ Moneybags, as in the first game, takes payment for new moves and advice.



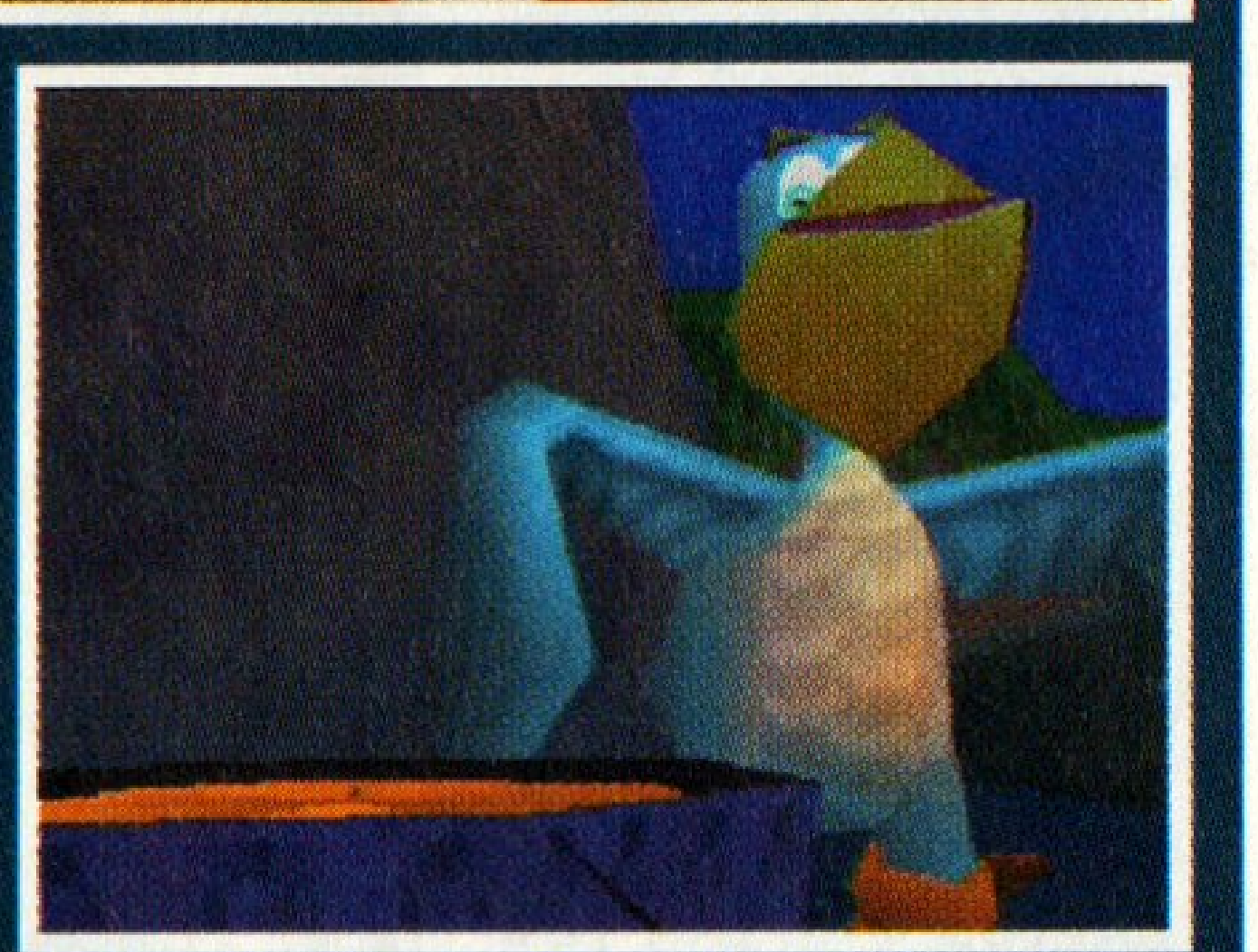
▲ This leopard character is rather sporty. He'll pop up from time to time to challenge you.



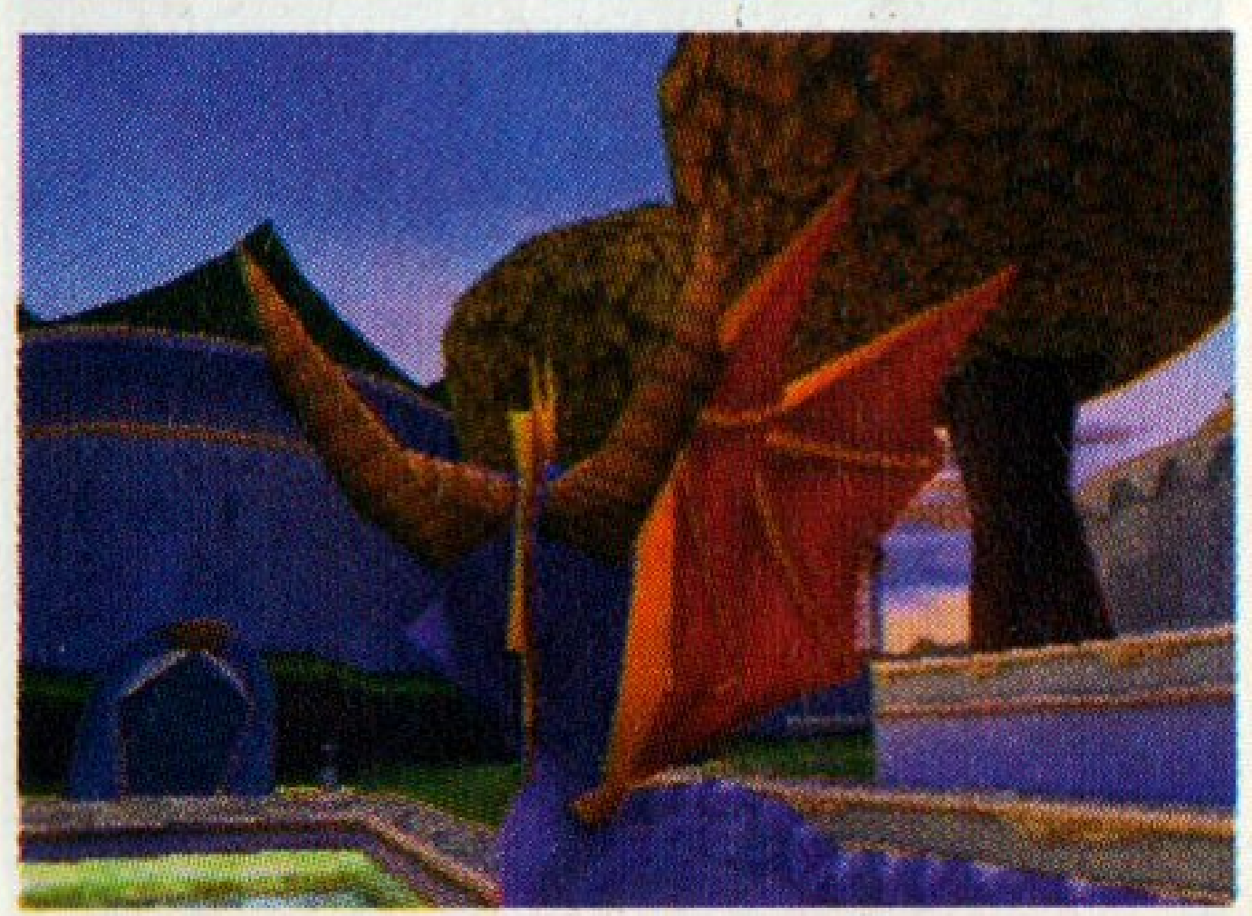
▶ A love interest? Maybe, but this talking elf is the game's damsel in distress.



▲ The game's professor and all round brain box. He'll explain how to beat bosses.

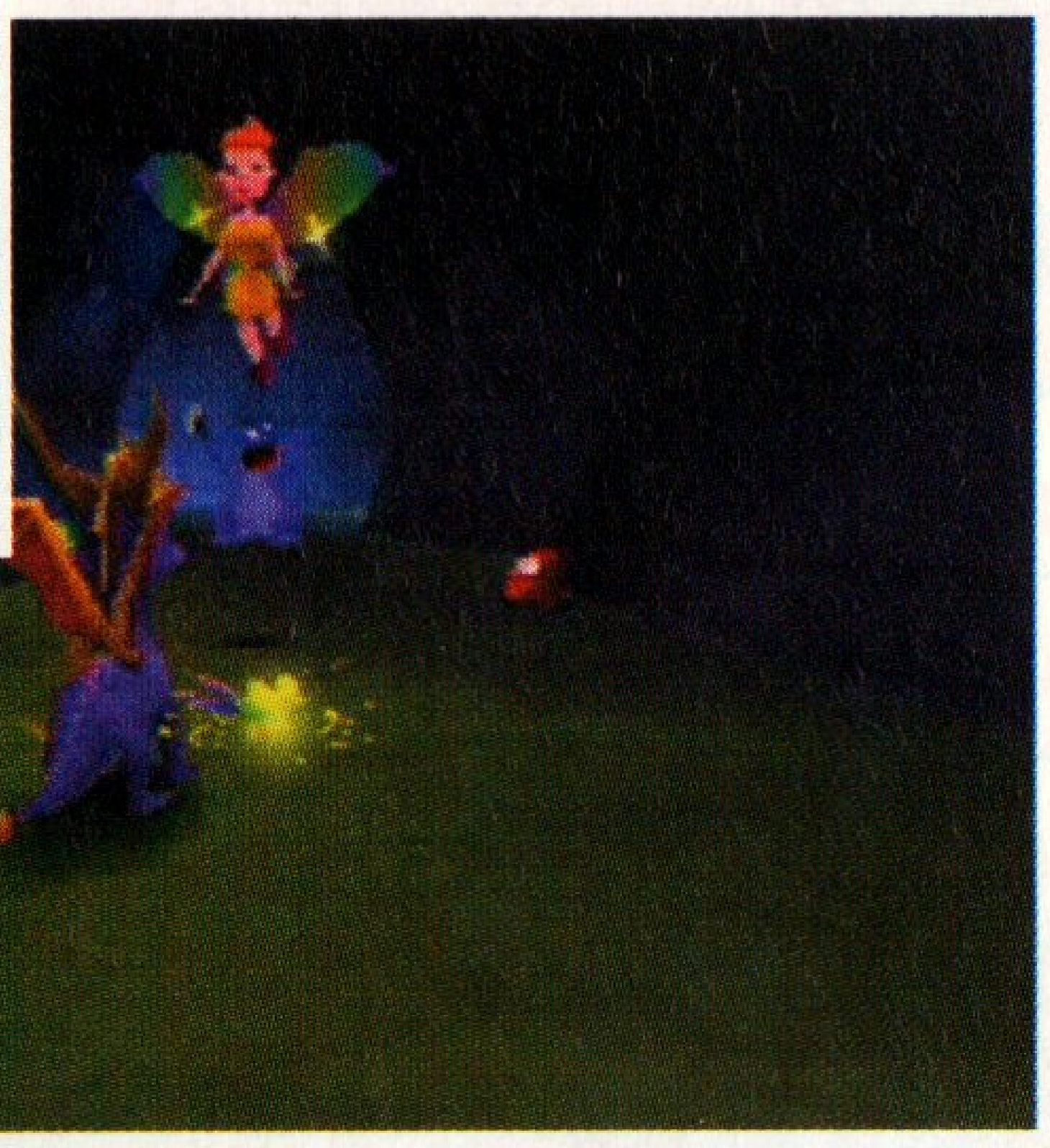


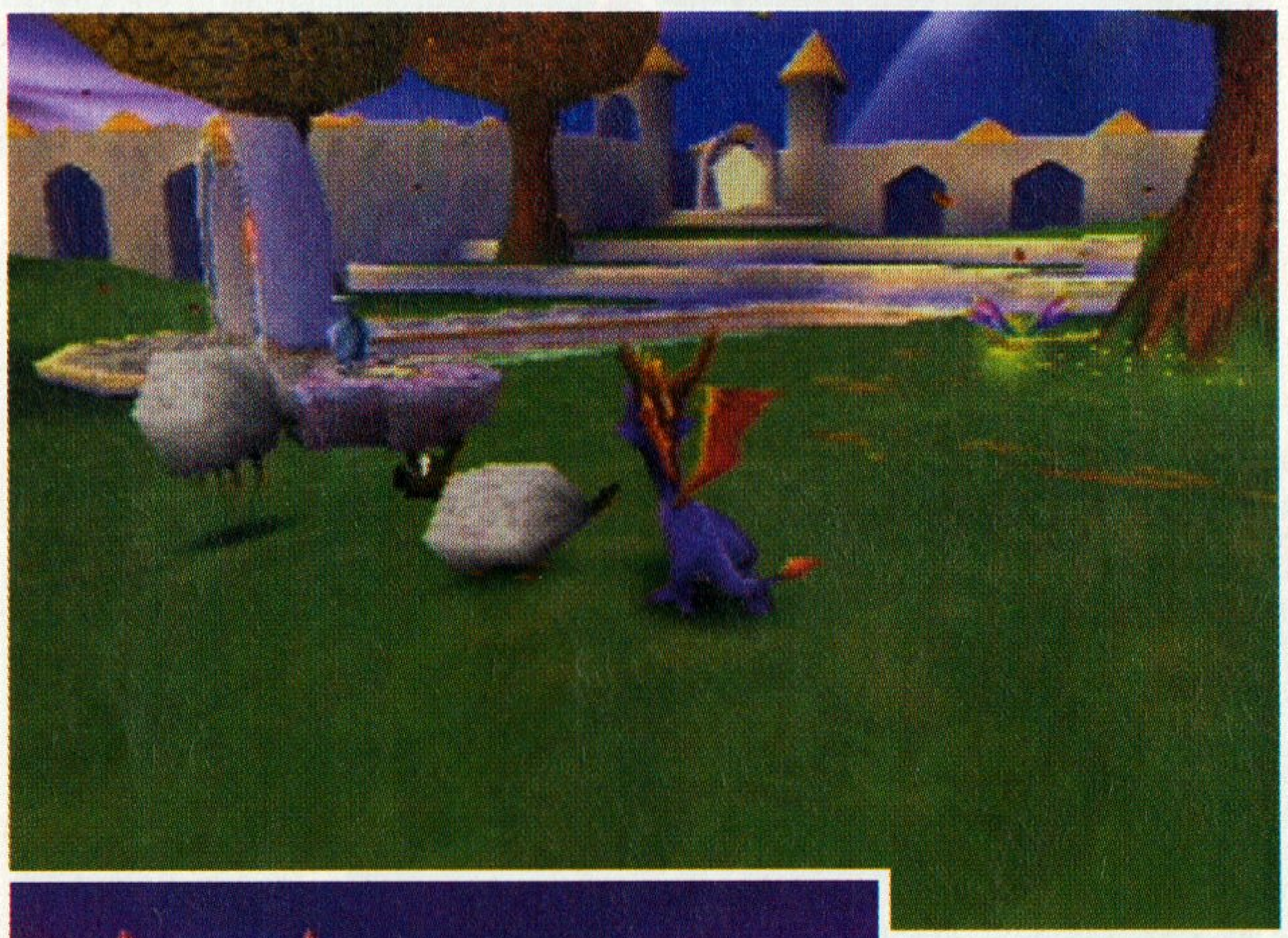
▲ Each world has its own distinctive, theme characters. The air world has birds.



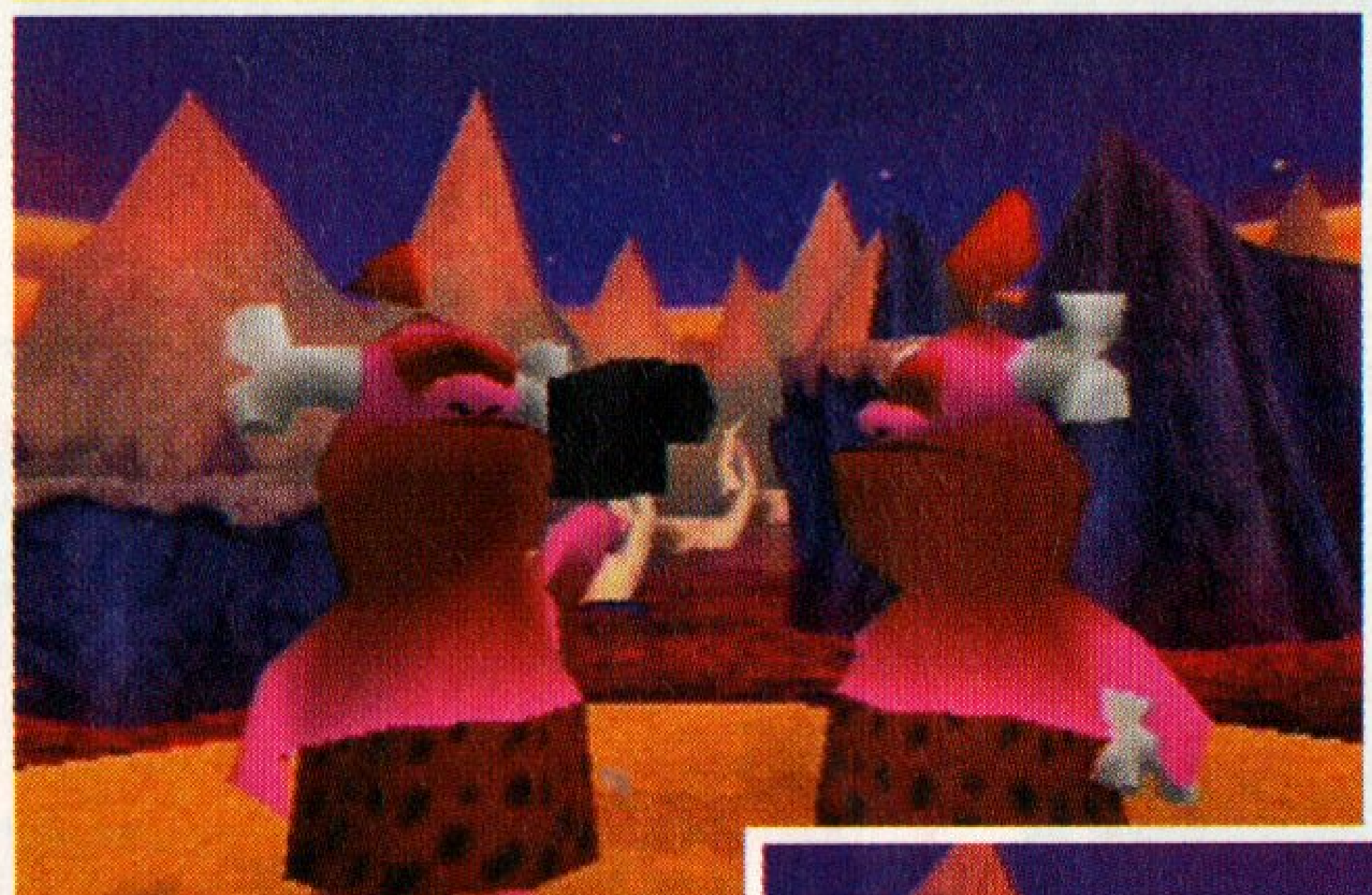
▲ Spyro's world is lovingly realised: bright colours, lovely lighting effects and excellent animation. It's almost too good to be true…

▼ The fairy appears at 'tricky' sections of the game. She acts as a continue point.



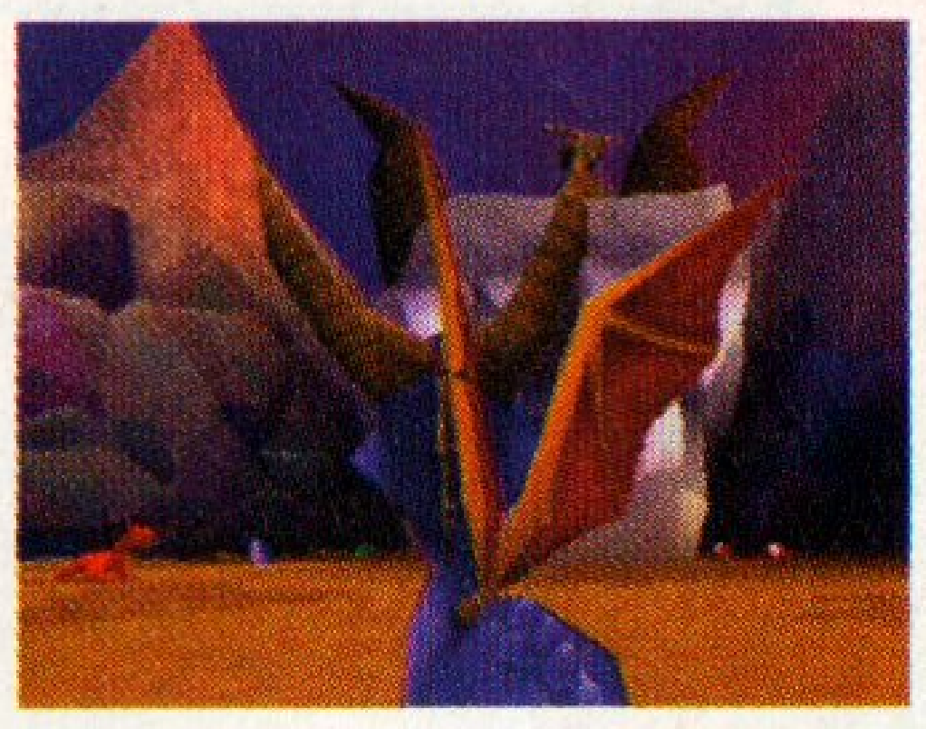


▲ Spyro could always have a part in One Man and His Dog.



◀ Cut scenes tell the story. You may find yourself chuckling at times…

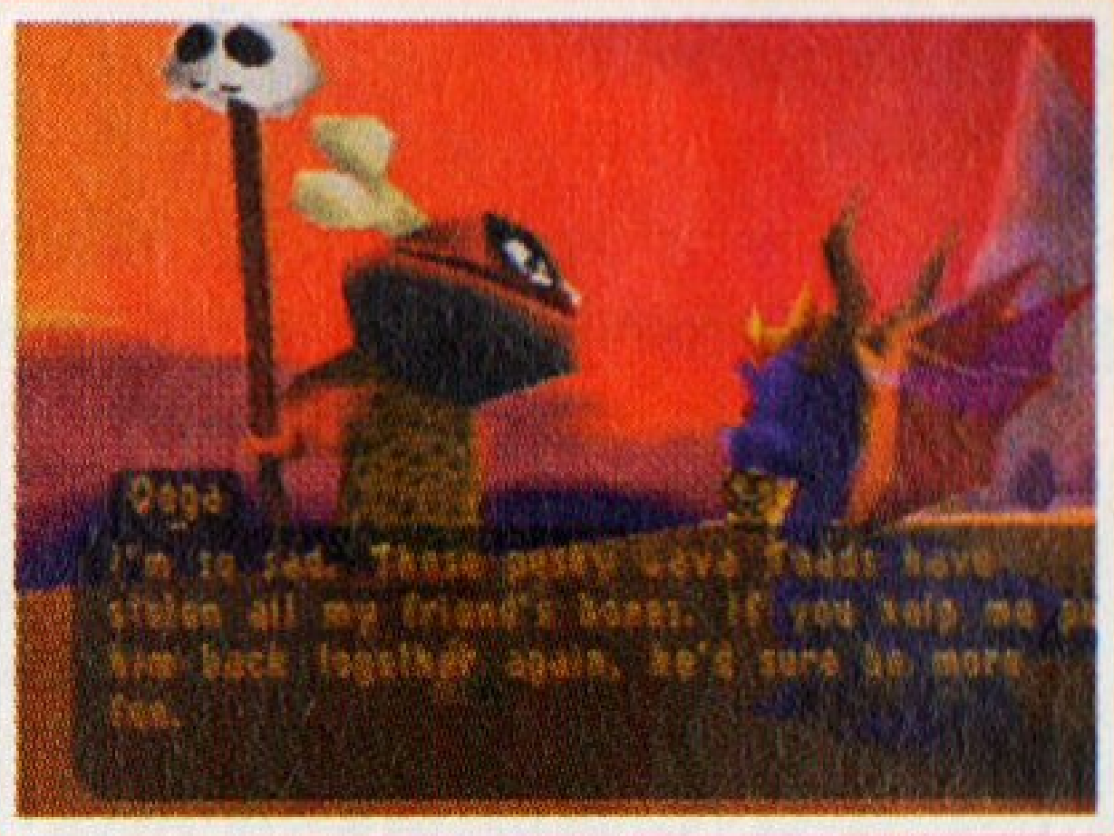
▼ The world from Spyro's view is filled with big, scary skulls.



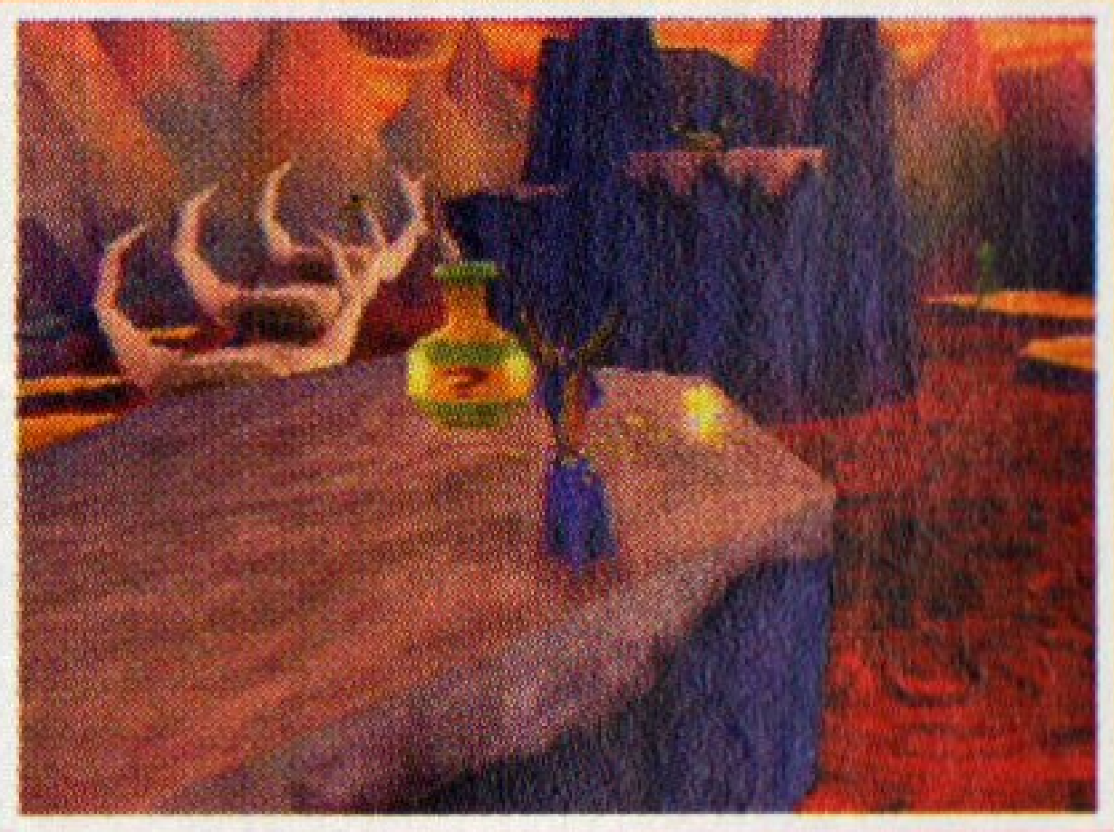
▼ A wise man would turn back, those teeth look way too sharp.

② TASKS!

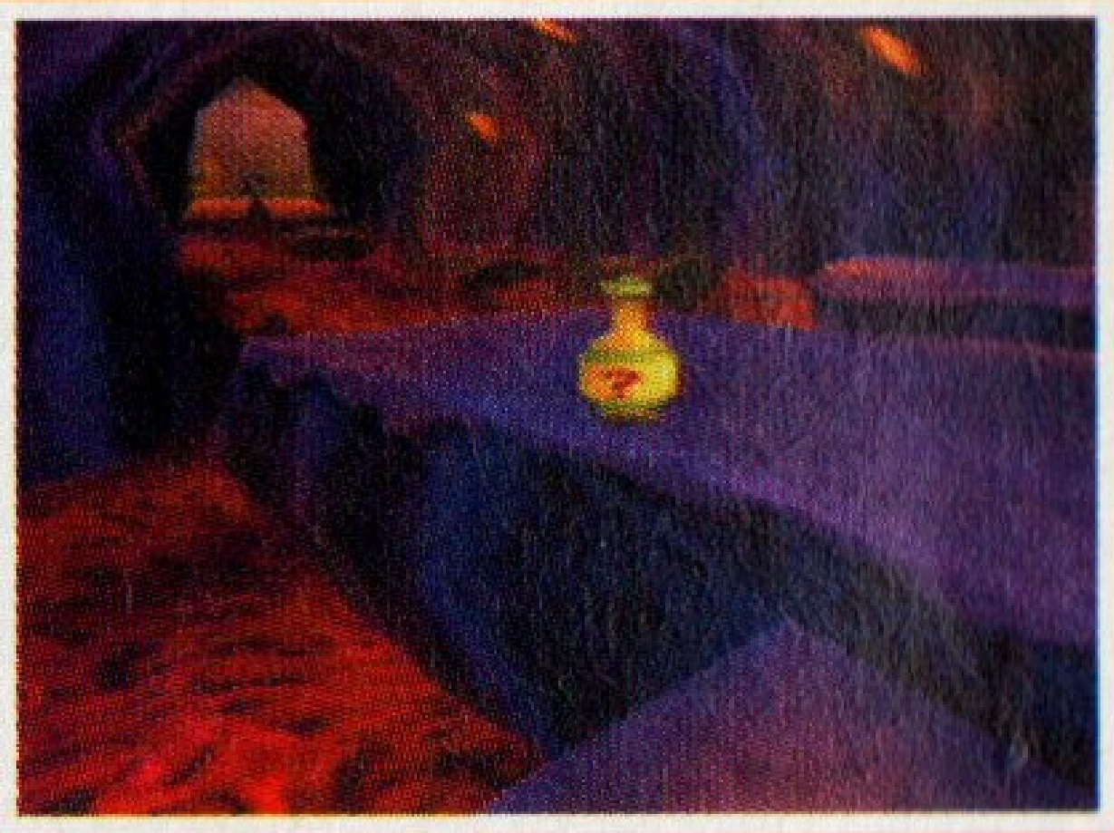
Throughout each of the levels there are sub games to play. Completing these rewards you with a bonus.



▲ Spyro is informed that a dinosaur needs to be put back together again.



▲ Strangely, he's located in these bottles. What's that all about?

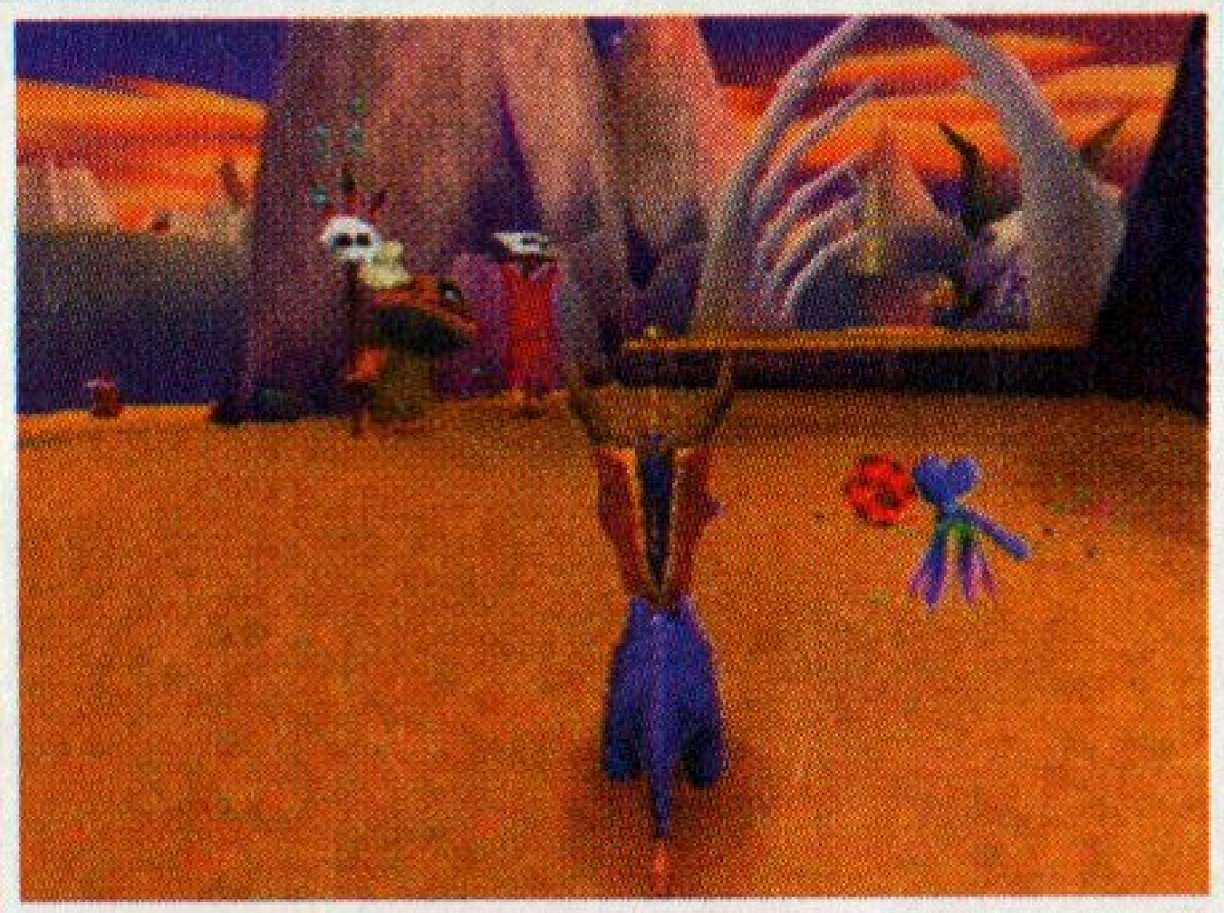


▲ So you roam the level looking for all the bottles of dinosaur. Weird, man…

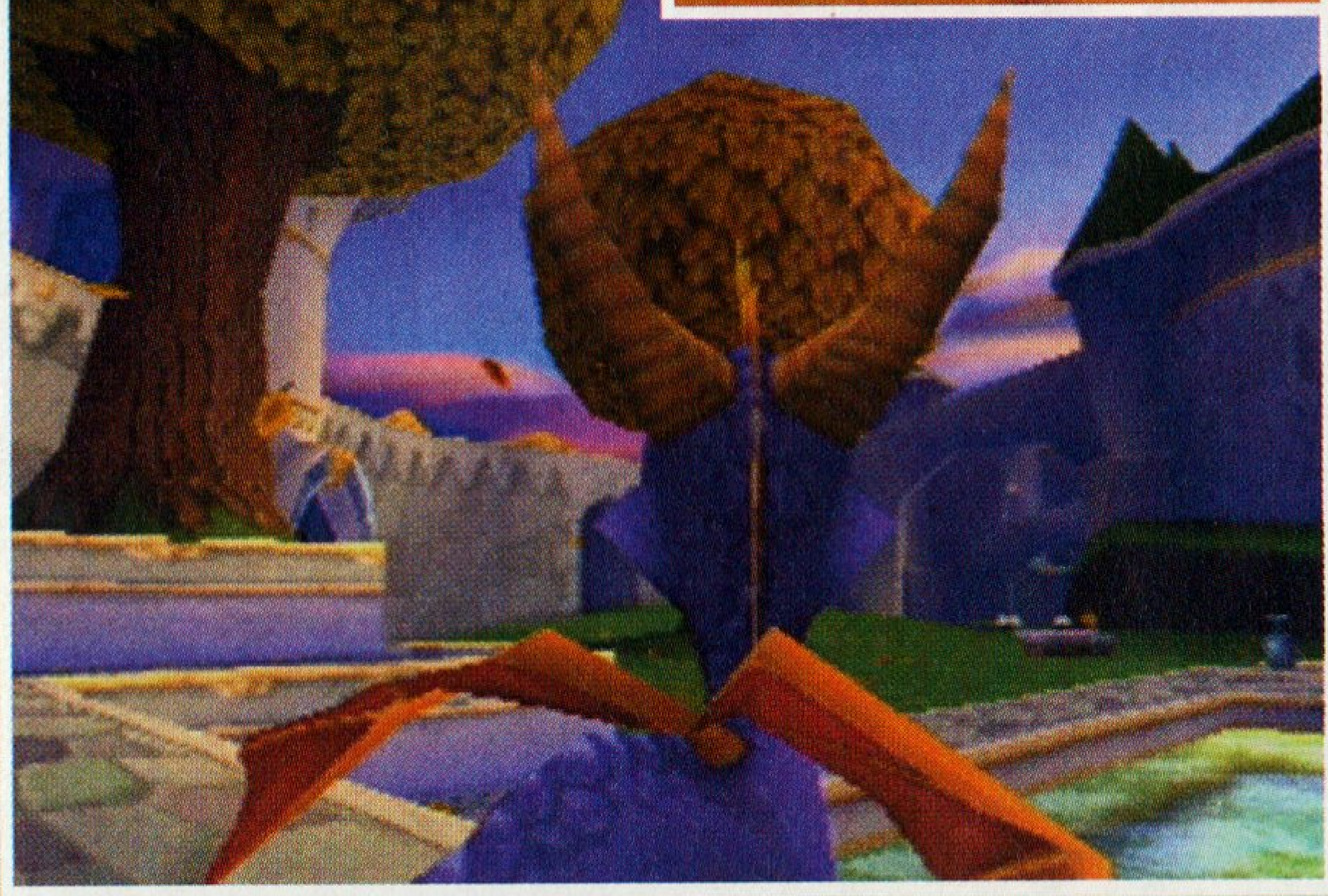
3 DIFFERENT WORLDS!

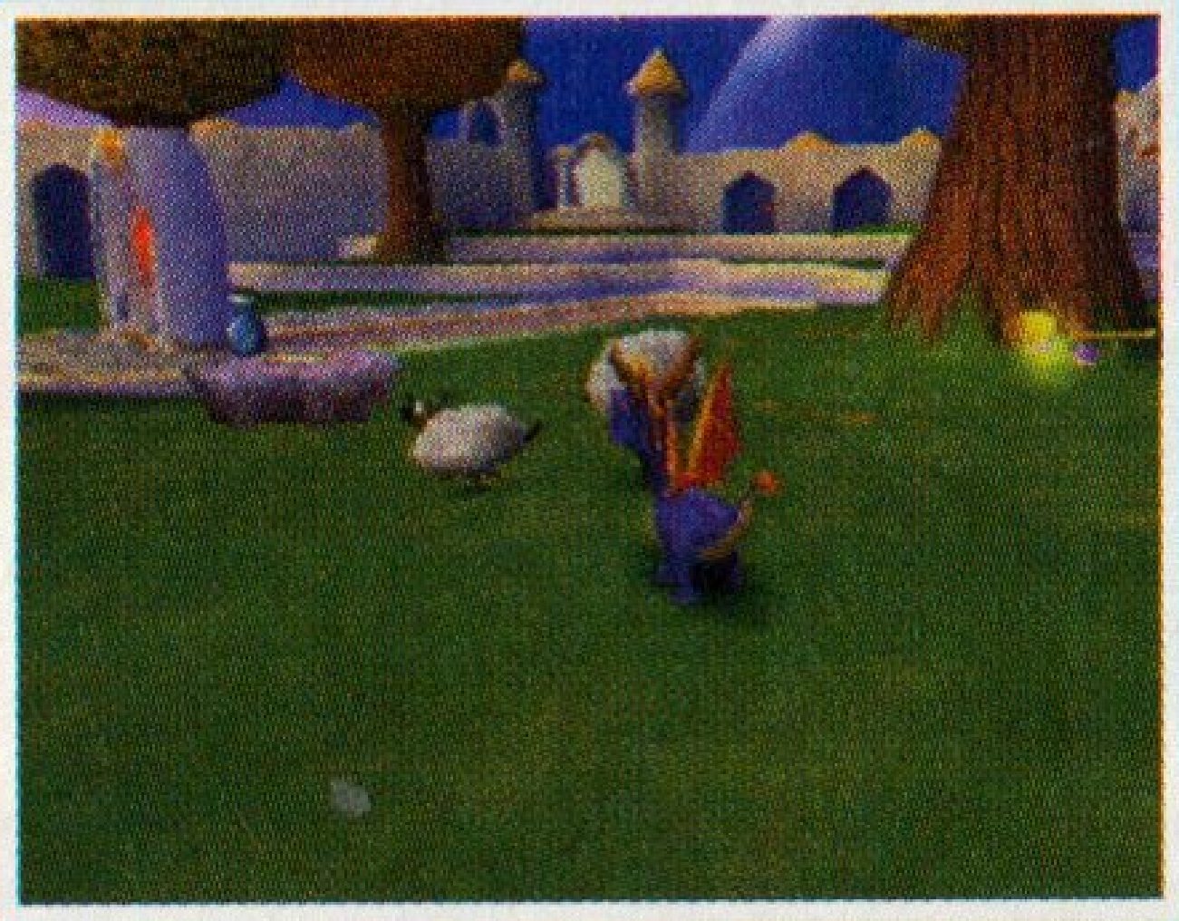
True to form, *Spyro* is set over many levels and each has its own theme. Inspired choices include fire worlds, ice worlds, water worlds. Hmm, you can probably fill this in for yourself…

► Dinosaur land is pitted with lava baths and inhabited by rogue dinosaurs. Best to stay clear of their fire, you're not immune.



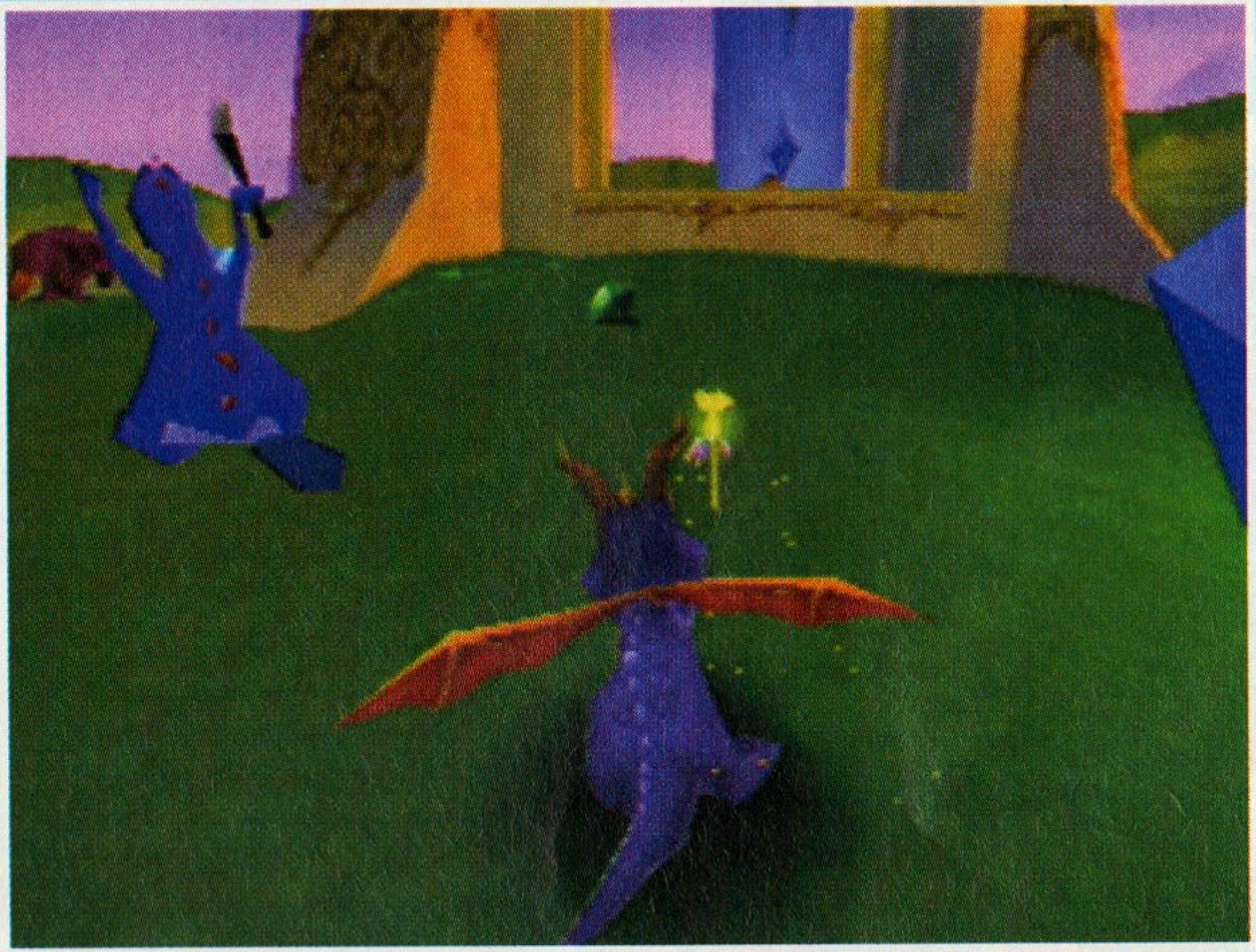
▼ The Queen's palace and the humble abode of Riptar, the game's main baddie. Reaching here is only half way to defeating him.





◄ Sheep remain a popular distraction for our lovable little dragon. Not only can you burn them, but they'll replenish your drained life. Fortunately they are found almost everywhere.

▼ The main world of Avatar is your starting point and the place you first have to clear of all those nasty men, er… things, er… whatever they are…



the animation is of a high standard. In-game graphics are used to convey the story which is fine – there really is no need for flashy FMV in a game like this. Basically, *Spyro* looks and, for that matter, plays exactly like a highly cute cartoon.

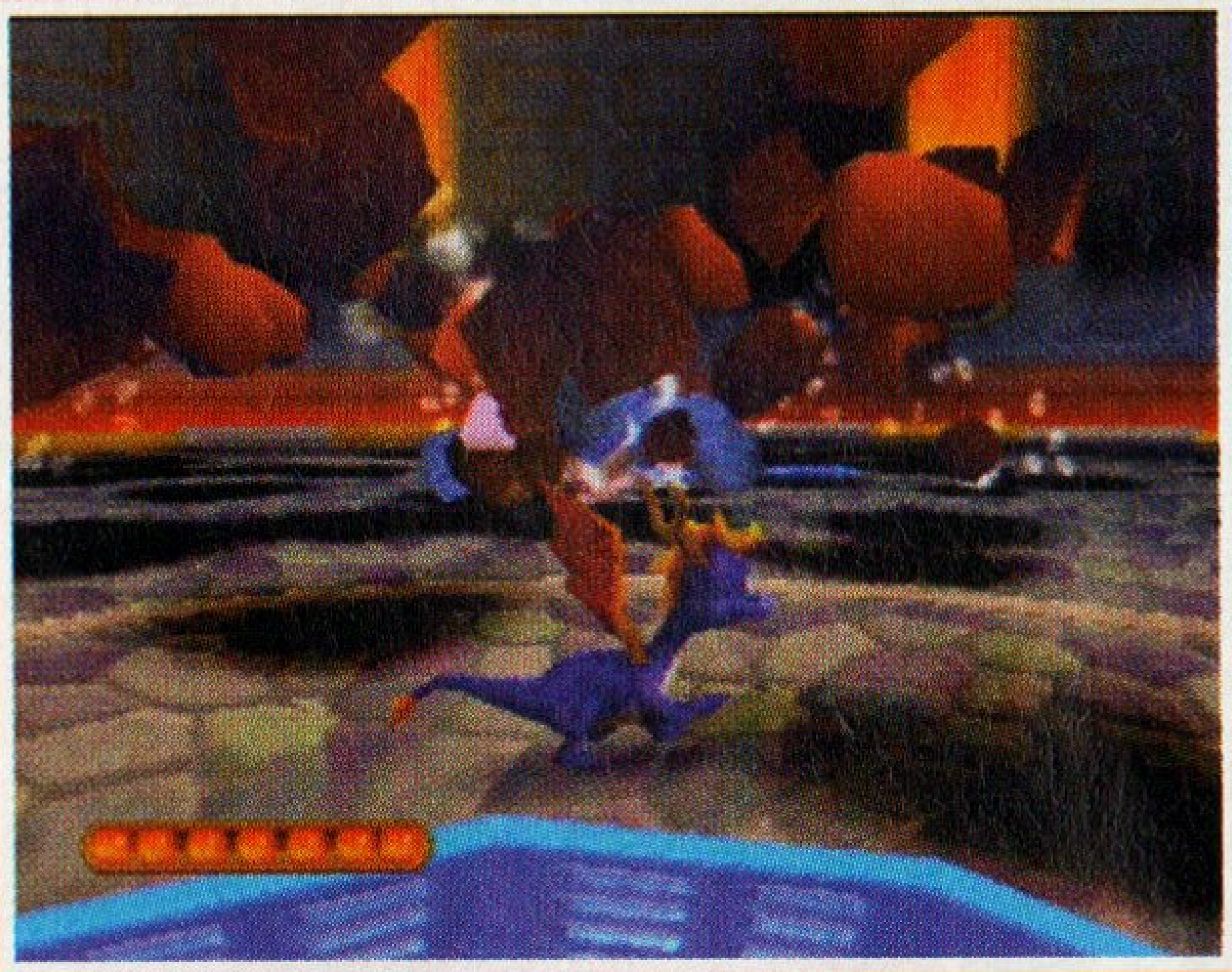
While *Spyro 2* isn't going to win any awards for innovation, it is a well-made game with a beginning, a middle and an end. It's a pleasant, warm, wholesome piece of videogame entertainment, the sort of thing that your gran might buy you for Christmas. If she knew what computer games were, that is.

EASY PEASY

Spyro 2 certainly won't cause you to break into a mental sweat, and anyone with a few platformers under his belt will probably tire of the proceedings very quickly – there really is very little here to stimulate anyone over 12 years of age. If, however, you like cute, friendly video games then *Spyro 2* is about as good as it gets.

4 BOSS FIGHTING!

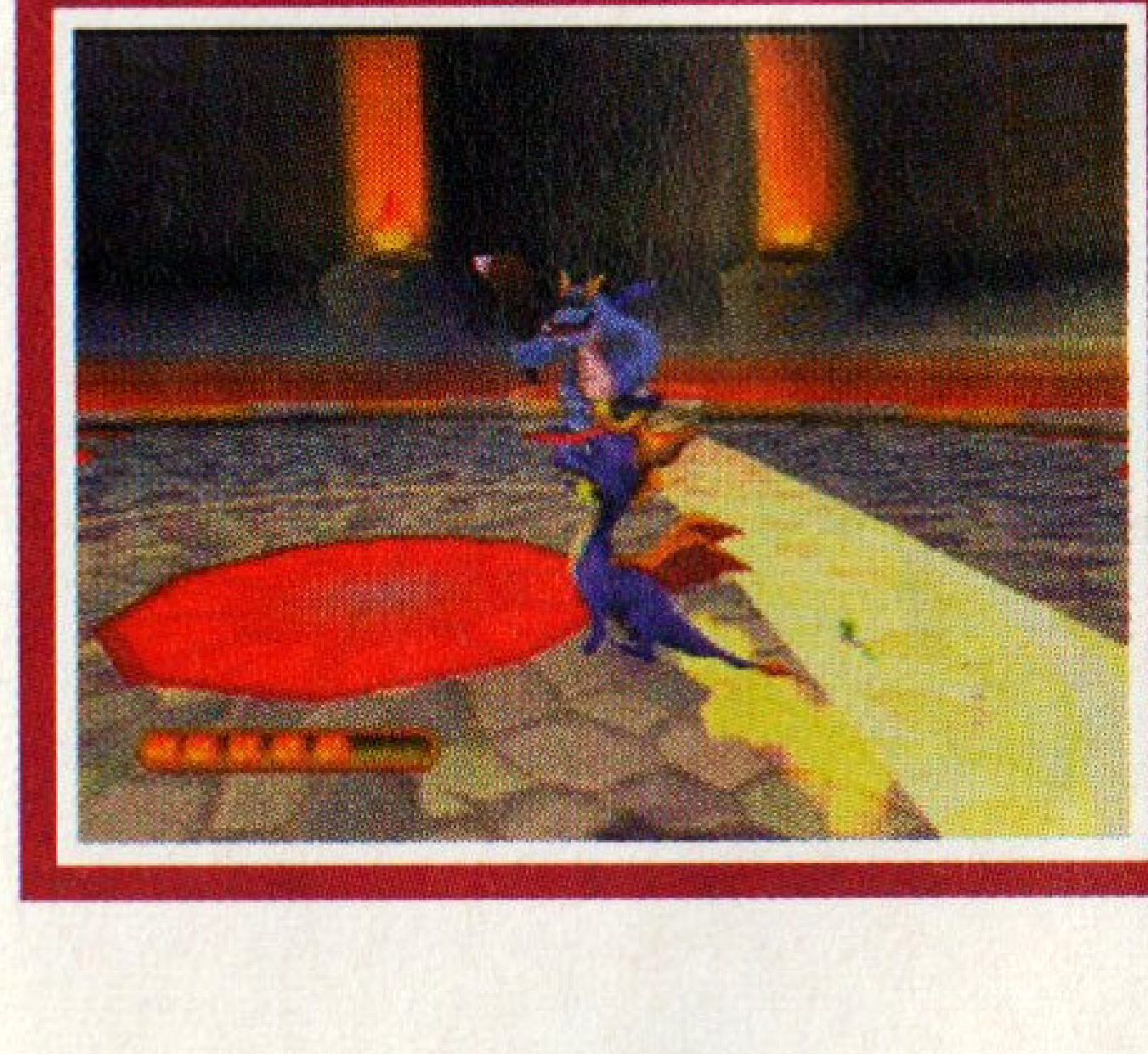
Spyro follows a pretty standard formula for platformers: complete a few levels and you get to face a boss character. Complete a few more and, well, you know the score. Fortunately, this lot are a fairly inventive bunch, especially in their looks.



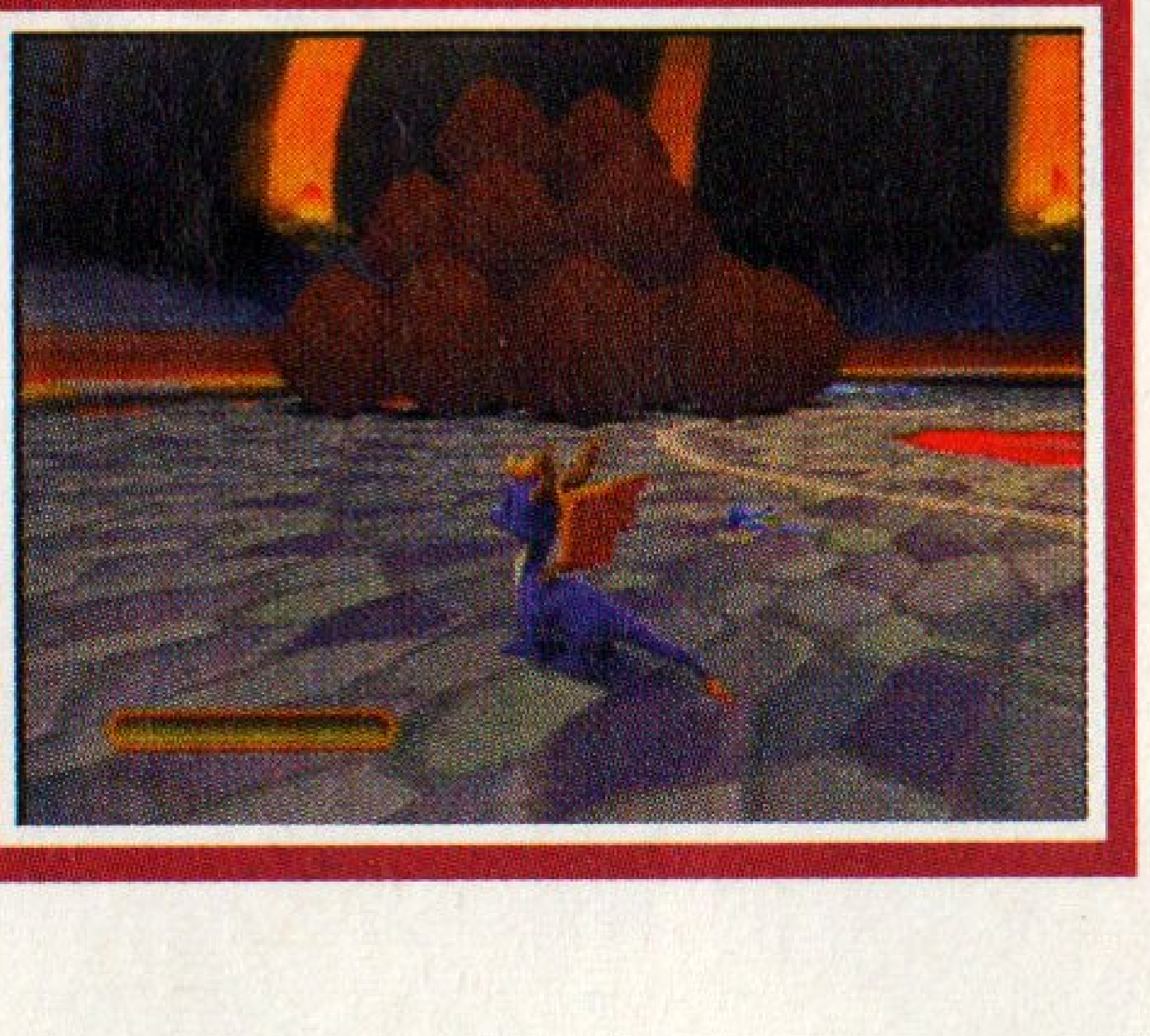
▲ The first boss is pretty tough to begin with. He attacks with an 'electro jump' that sends out a shock wave of electricity.

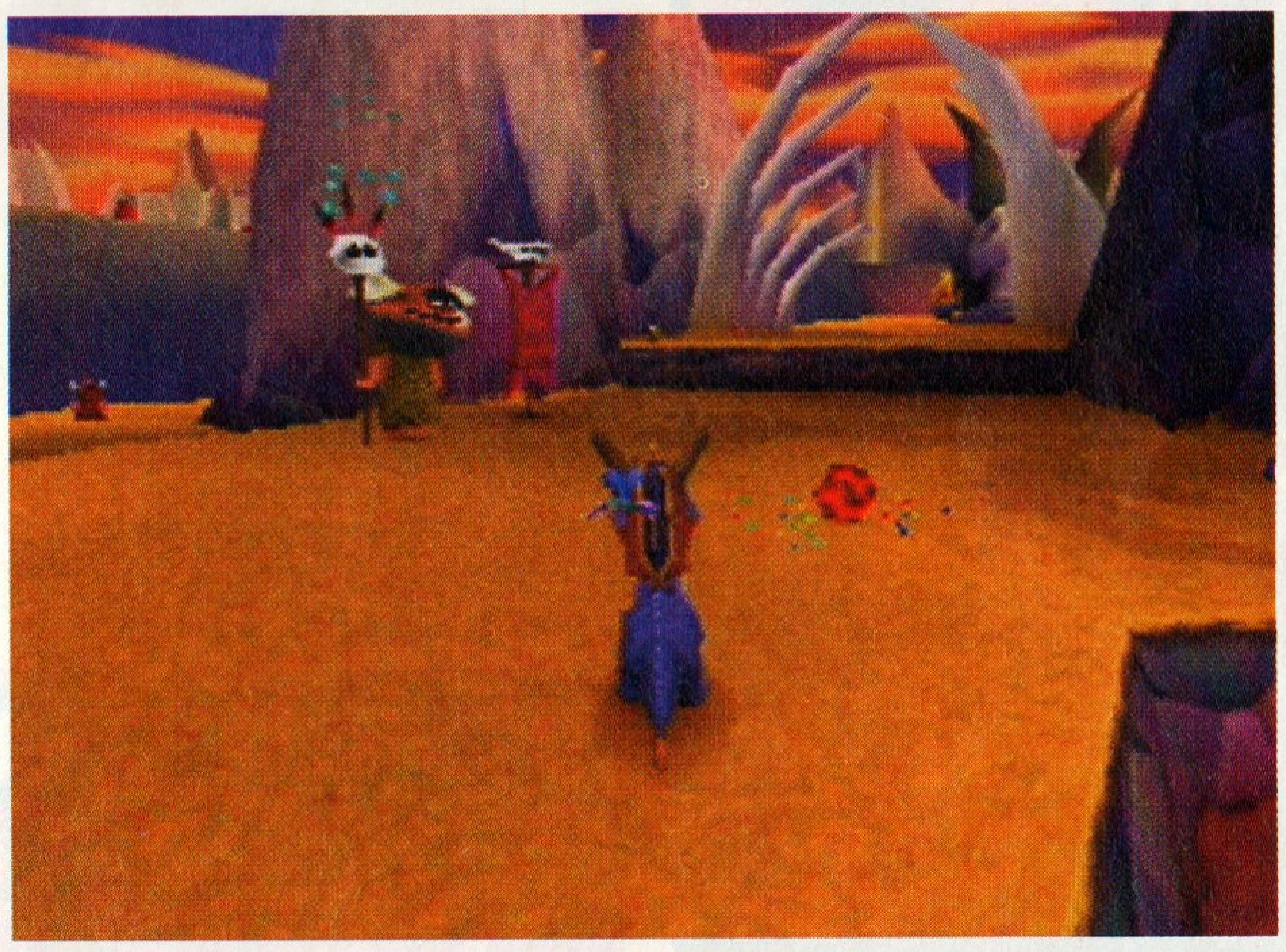
◄ Your response is a flame attack – this gets him angry and he smashes his club on the floor to cave the roof in!

▼ Undeterred, the bad dude switches to flame attacks. Don't get singed!

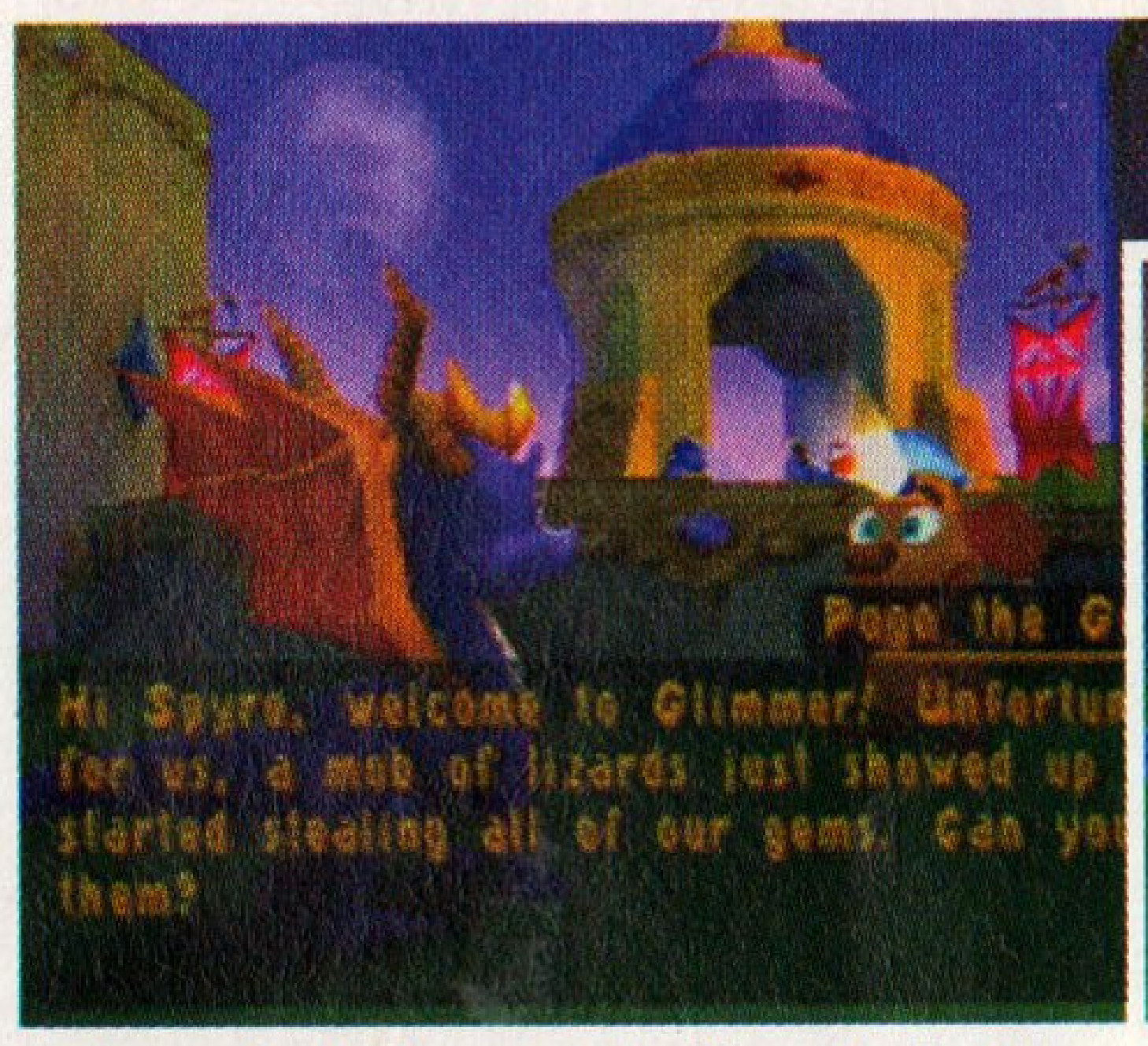


▼ Eventually, though, he'll get so angry that he'll be buried in his own hate. HA!





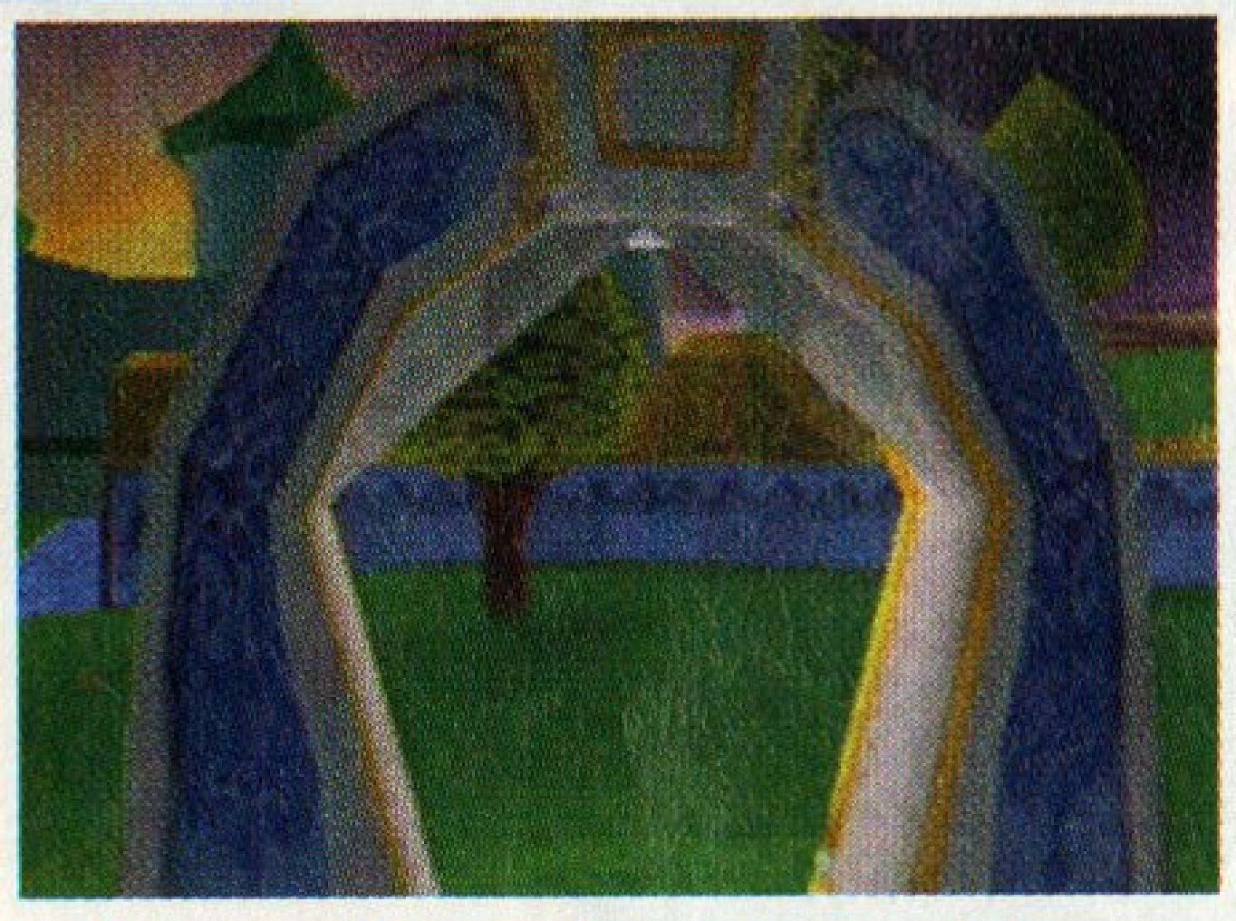
▲ While the camera's usually pretty good, it can go haywire.



Pogo the G

Hi Spyro, welcome to Glimmer! Unfortu
for us, a mob of lizards just showed up
started stealing all of our gems. Can yo
them?

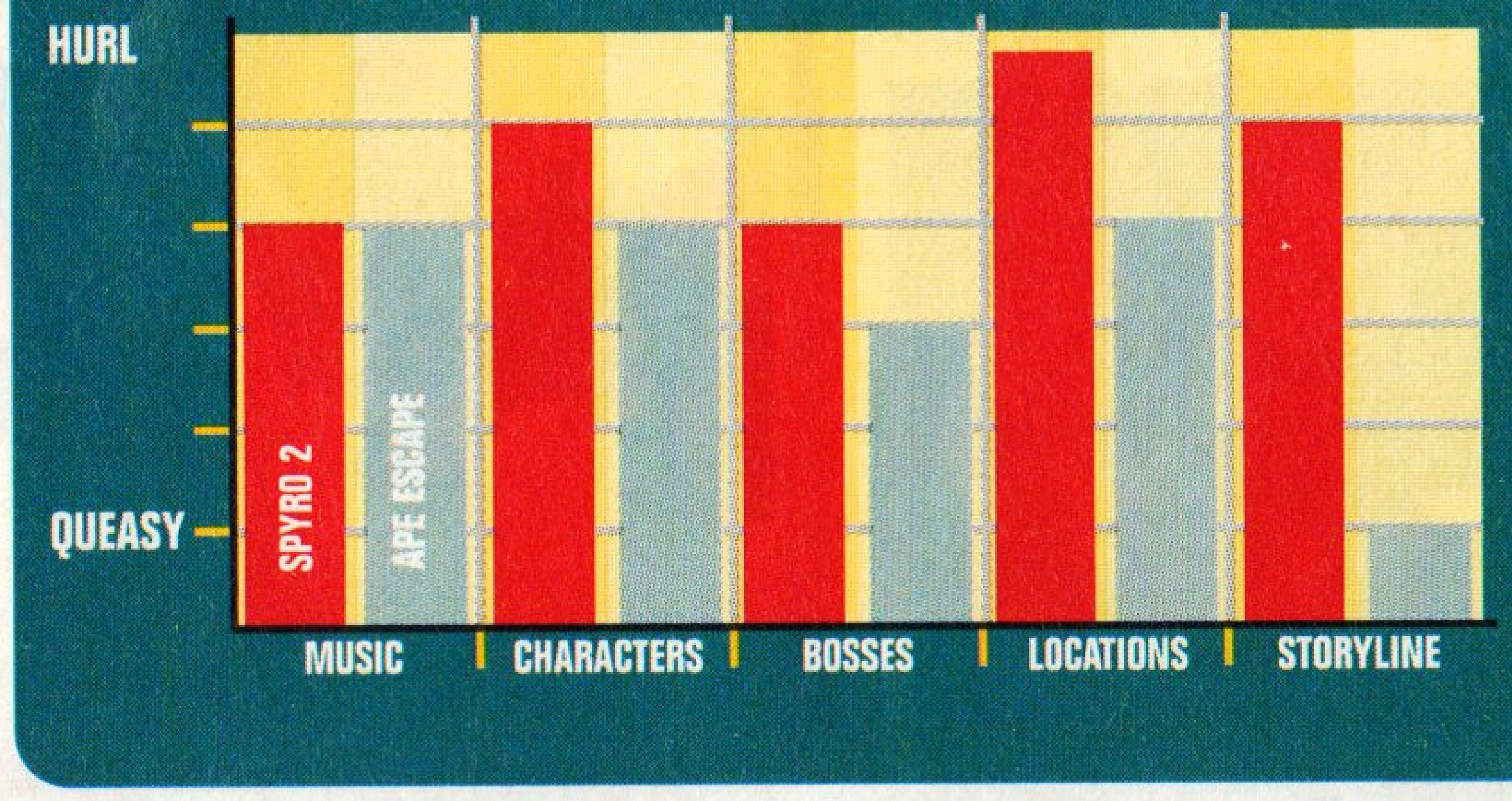
▲ Throughout the game you'll meet plenty of people who need your help. All you need to do is reach the end of the level…



▲ Magic portals such as this one take you to and from the different worlds surrounding Avatar. Go on, jump in!

MUM, i FEEL SiCK…

Where is *Spyro* on the PlayStation cute-scale? Here is scientific proof that *Spyro* is likely to make you hurl.



> "It borrows heavily from the classics – *Mario* and *Banjo* – but manages to use ideas without ripping them off which is refreshing."

JUDGEMENT

PRESENTATION

Slick, smooth and sexy with a heavy dose of cuteness, in a sort of kiddy, Disney-type way.

GAMEPLAY

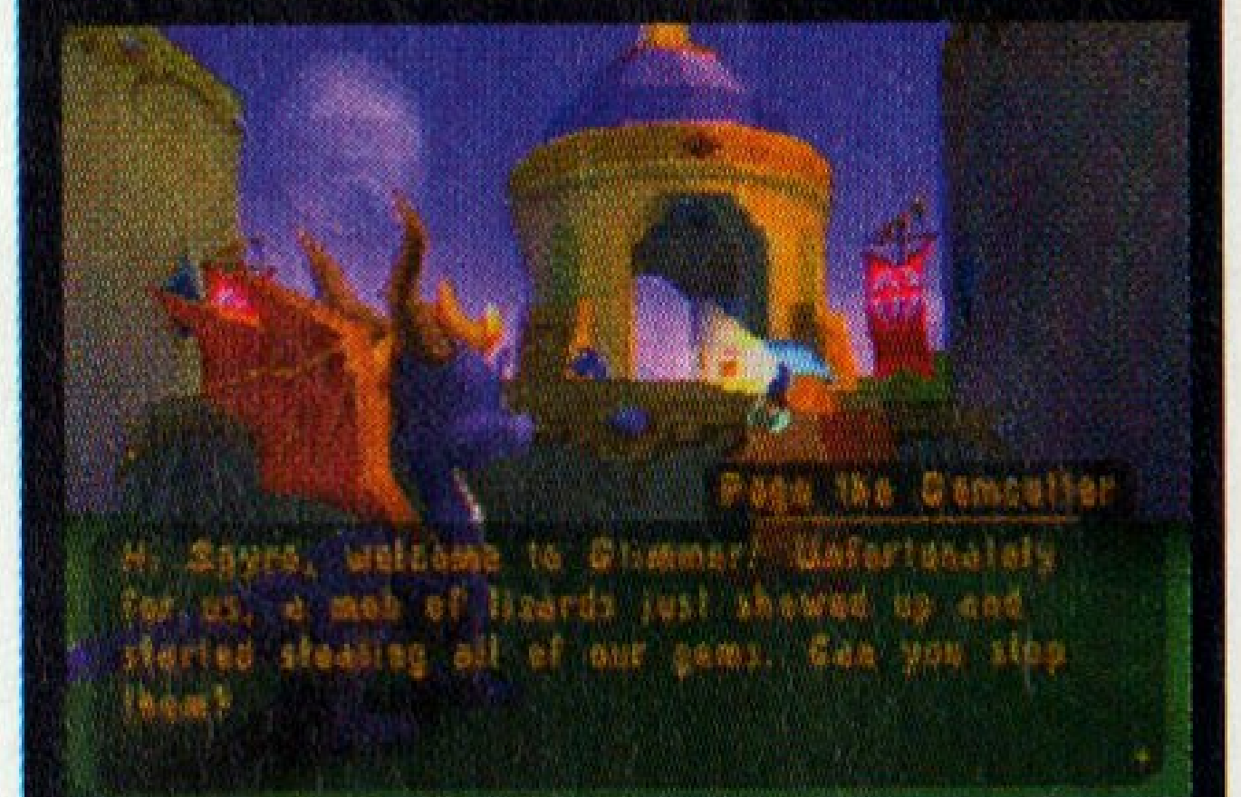
Either a tried and trusted formula or a tired and rusty rehash? Depends on your age of course.

LIFESPAN

If you're older than 12 you'll complete it in a couple of days. Young 'uns will love it though.

THE BEST BIT

It's nice and easy to get into. All very familiar so there's no time spent messing about with controls.



THE WORST BIT

The feeling of *déjà vu*. Too much of this has been seen elsewhere and to be honest, done a lot better.

A jolly, colourful cartoon platformer that's fun to play. Unfortunately, nothing that we haven't seen before from this genre.

75%

If you like this…
There are plenty of 3D platformers on PlayStation. *A Bug's Life*, *Crash Bandicoot*, *Croc 2*… Take your pick.

DATA ▸ FORMAT REVIEWED: PLAYSTATION PRICE: £35 OUT: NOW

PlayStation

Reviewer

Martin Kitts

Say it ain't so! One of the biggest let-downs on the N64 makes its way to the PlayStation. Have infogrames managed to iron out its glaring gameplay flaws?

MISSION IMPOSSIBLE

When *Mission Impossible* was released on the N64 more than a year ago, it was a much delayed and hotly anticipated game that should have launched with Nintendo's 64-bit machine in 1997.

It was dogged with problems throughout its development, and the finished product turned out to be more than a little bit duff.

SUCCESS

Bizarrely, it still sold well over a million copies, despite the slating it received in the press. This was before *Metal Gear Solid*, of course, and the stealthy, spy-sim gameplay was a relatively new idea then. Unfortunately, the game was a real mess in every department. The plot was thinner than a ten-year old pair of Y-fronts, and it looked just as unappetising. The hero, Ethan Hunt, had a face like the back end of a pit bull, thanks to Tom Cruise's very sensible refusal to have his likeness included in such a gaming non-starter. Plus it was an absolute pig to play.

SAME AGAIN

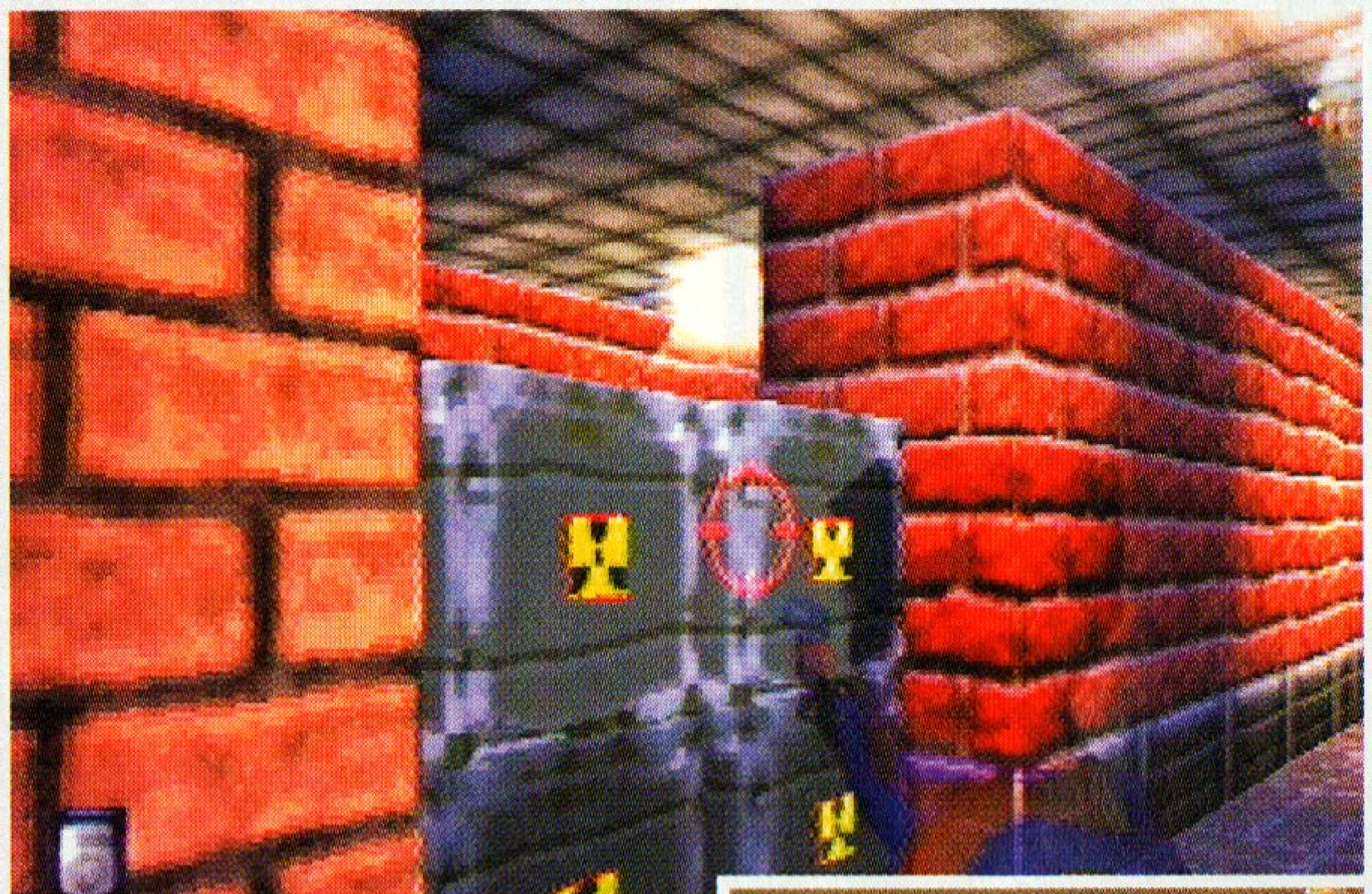
This PlayStation version is virtually identical, right down to Ethan's scary, 'not-even-a-mother-could-love-it' face. No doubt the *Mission Impossible* name will be enough to propel the game into the top ten, but it's still far from being an enjoyable experience.

Right from the beginning, *Mission Impossible* sets the standard for a plot which, even by videogame standards, is hard to swallow. You're dropped outside a high-security military base, where you'll be thrown into jail the moment any of the soldiers see you. How do you get inside? By climbing up the boxes someone has thoughtfully piled up next to the razor-wire fence. How convenient.

Once you're in, you have to use your high-tech face maker gadget to turn yourself into the spitting image of a guard. So how do you, a crack CIA agent, distract the unfortunate Red soldier before copying his face? You tell him that your name is Fred, and you're looking for your dog, of course. The rest of the game continues in the same vein.

1 SHEE-OOT!

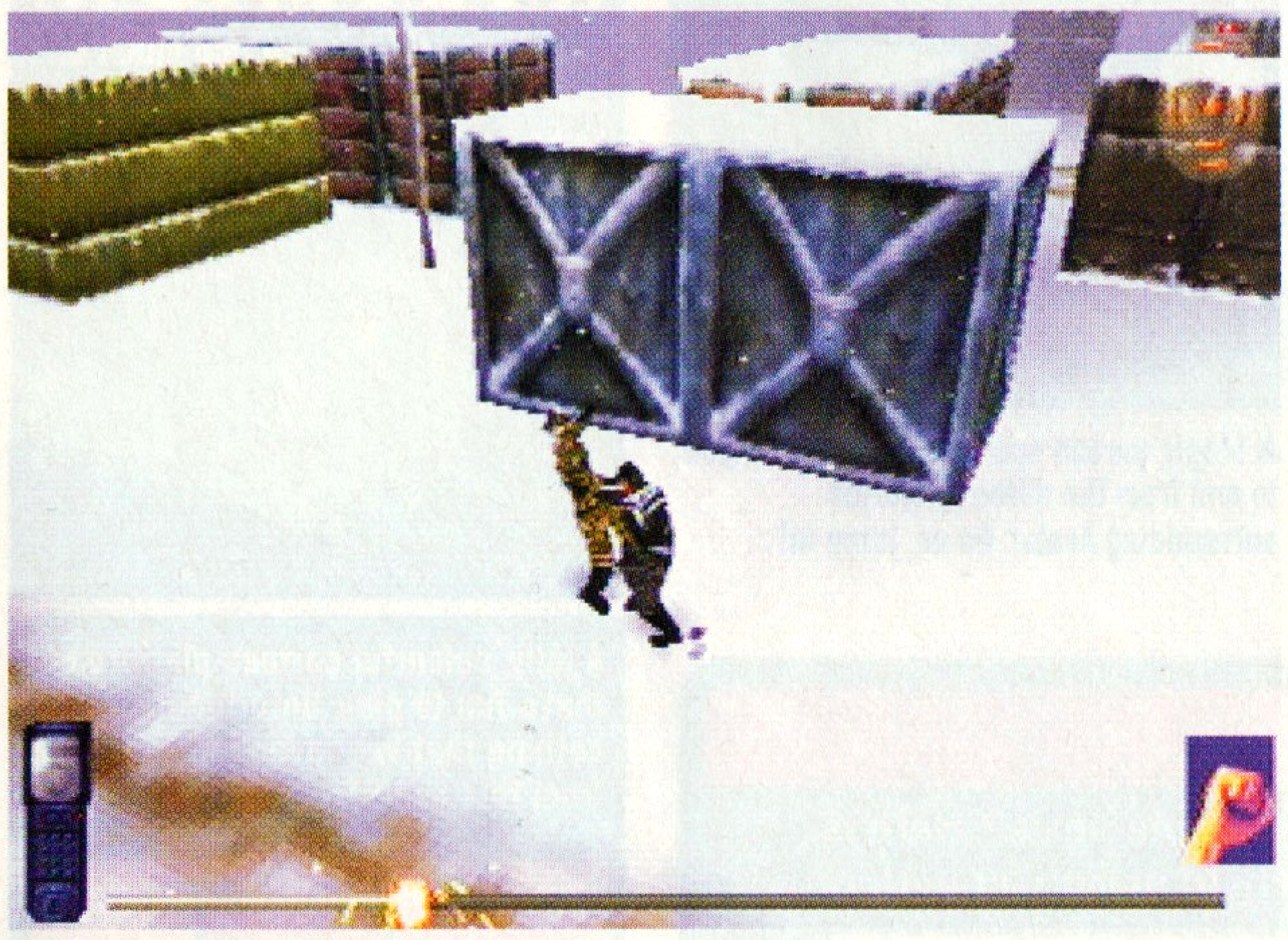
Holding down the shoulder button zooms you into a kind of first-person view, which is handy for finding your way around without having the camera jerk all over the place. Just watch who you shoot at, because if you kill the wrong person, you'll often fail your mission.



▲ Take a pop at these barrels to release the toxic chemicals contained within!

▲ You can walk around waving a blowpipe in these folks' faces, but they'll only get annoyed if you shoot.

◀ "I must remember to avoid those explosions," mutters Ethan. Clever boy.



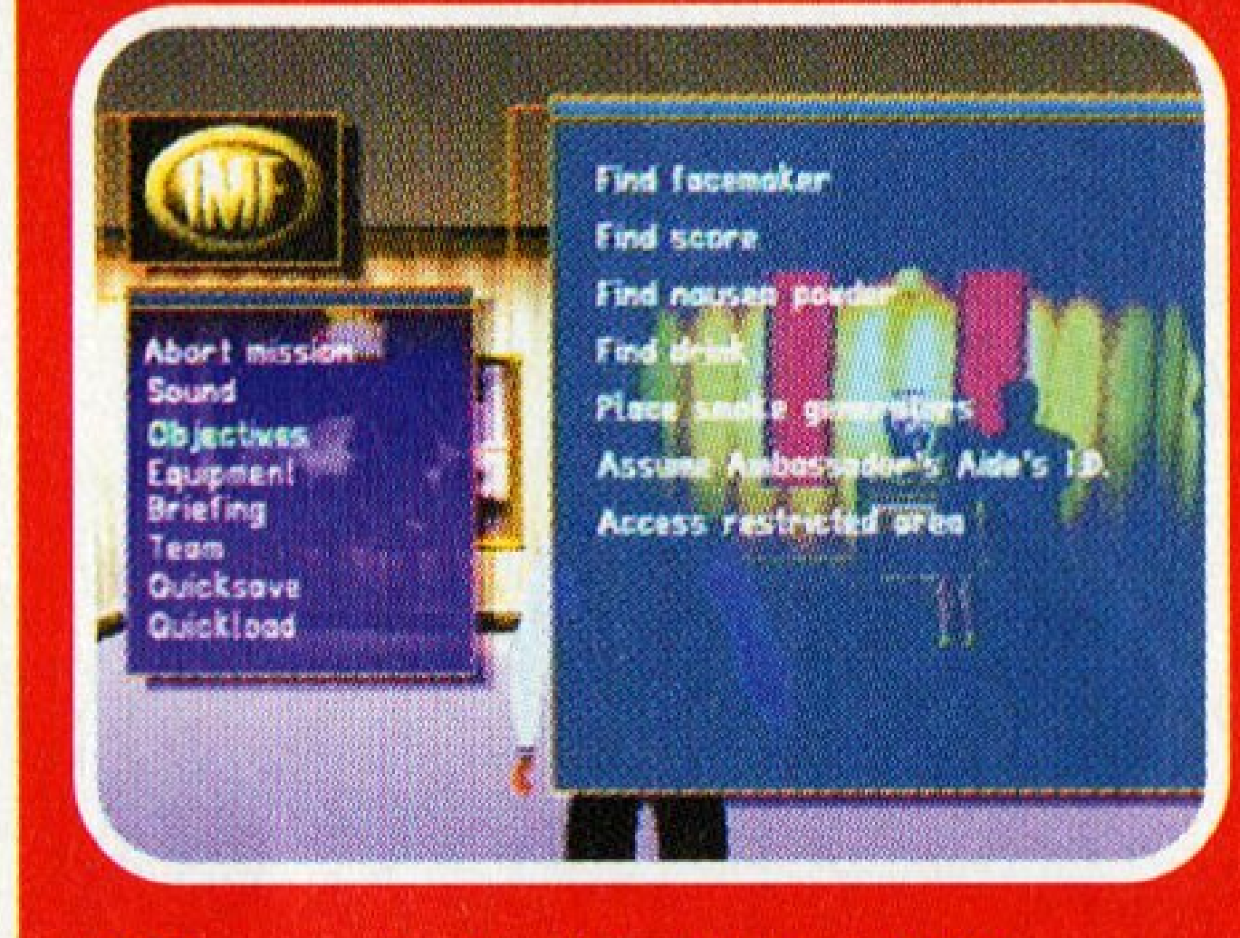
Access restricted area : DONE

▲ Hmm, the fools don't recognise that it's just Ethan with a Halloween mask on.

▲ Improperly tied shoelaces have been the ruin of many a mission. Take care.

2 MISSION IMPROBABLE!

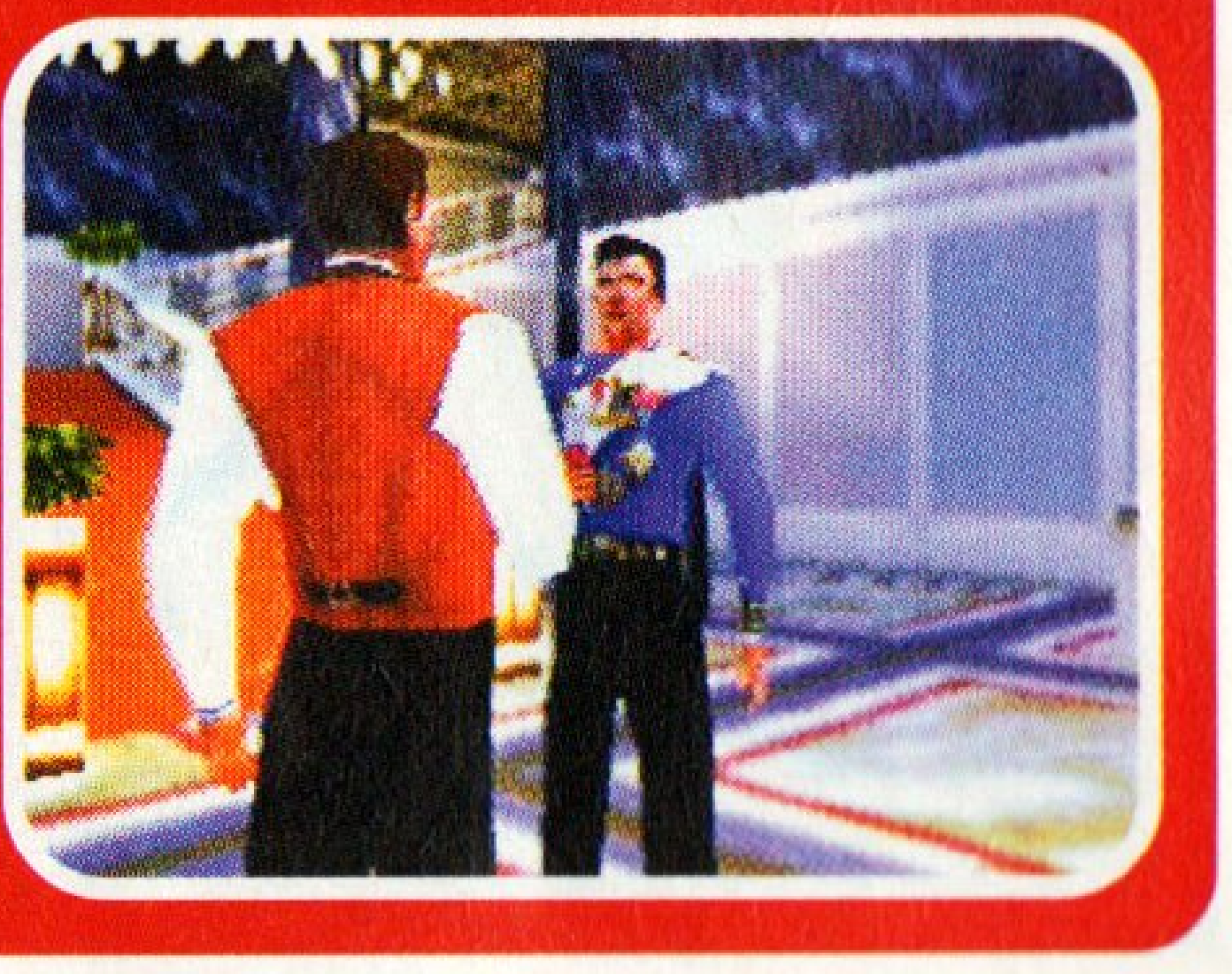
To be fair, you do get a wide variety of different mission objectives to accomplish. They just tend to be either blatantly obvious, such as finding a certain item or getting a character do something for you, or annoyingly hard and obscure. Definitely not 'classic gameplay'.



▲ Be sure to check out the briefing screens (or read a guide on the Internet).

▶ Those little vents need to be filled with smoke bombs. Nobody will complain.

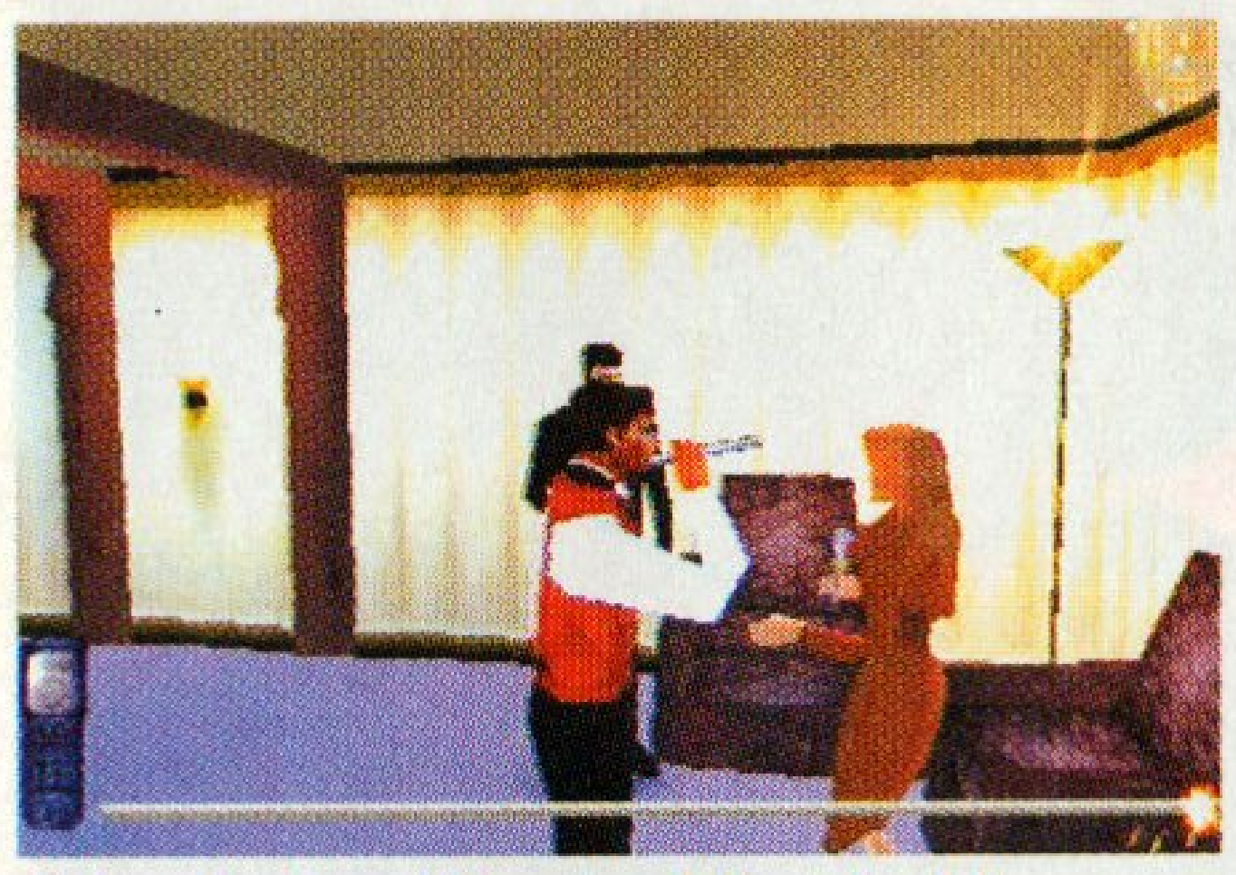
◀ Watch as the glass slides across the table, followed by a bottle of nausea pills.

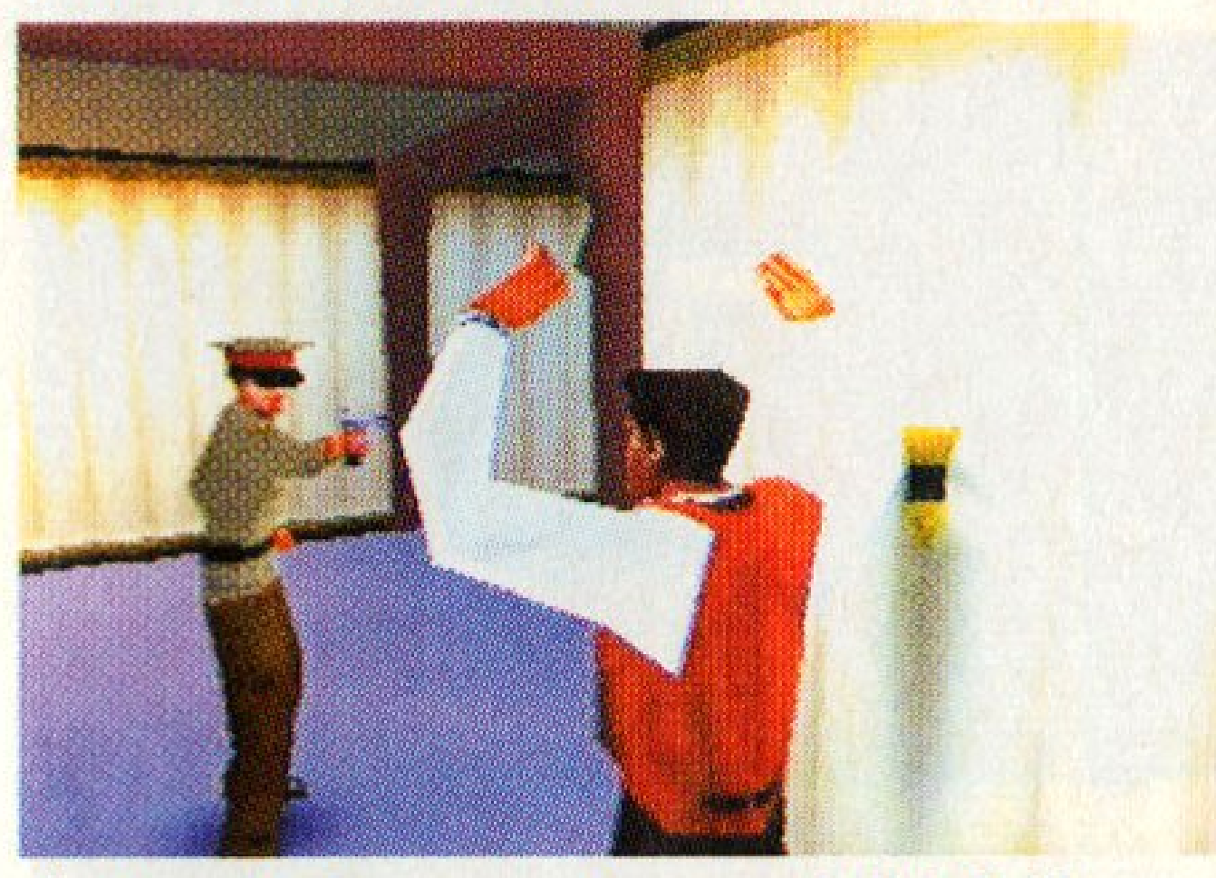


▼ Don't get too chummy – you're going to have to beat him senseless in a minute.

DEVELOPER: INFOGRAMMES
PUBLISHER: INFOGRAMMES
CALL: 0161 827 8000
PLAYERS: 1
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: N64

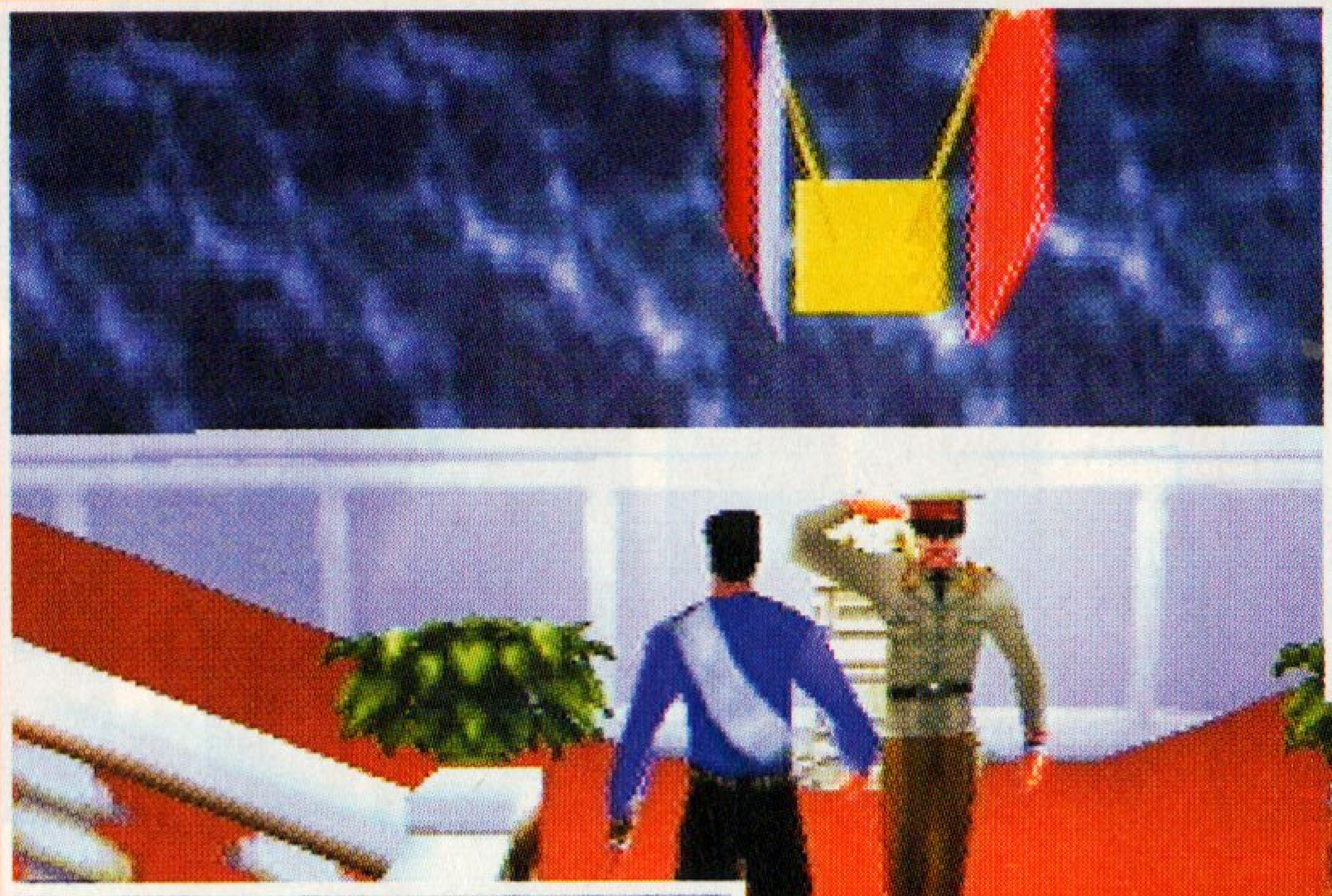
MISSION IMPOSSIBLE

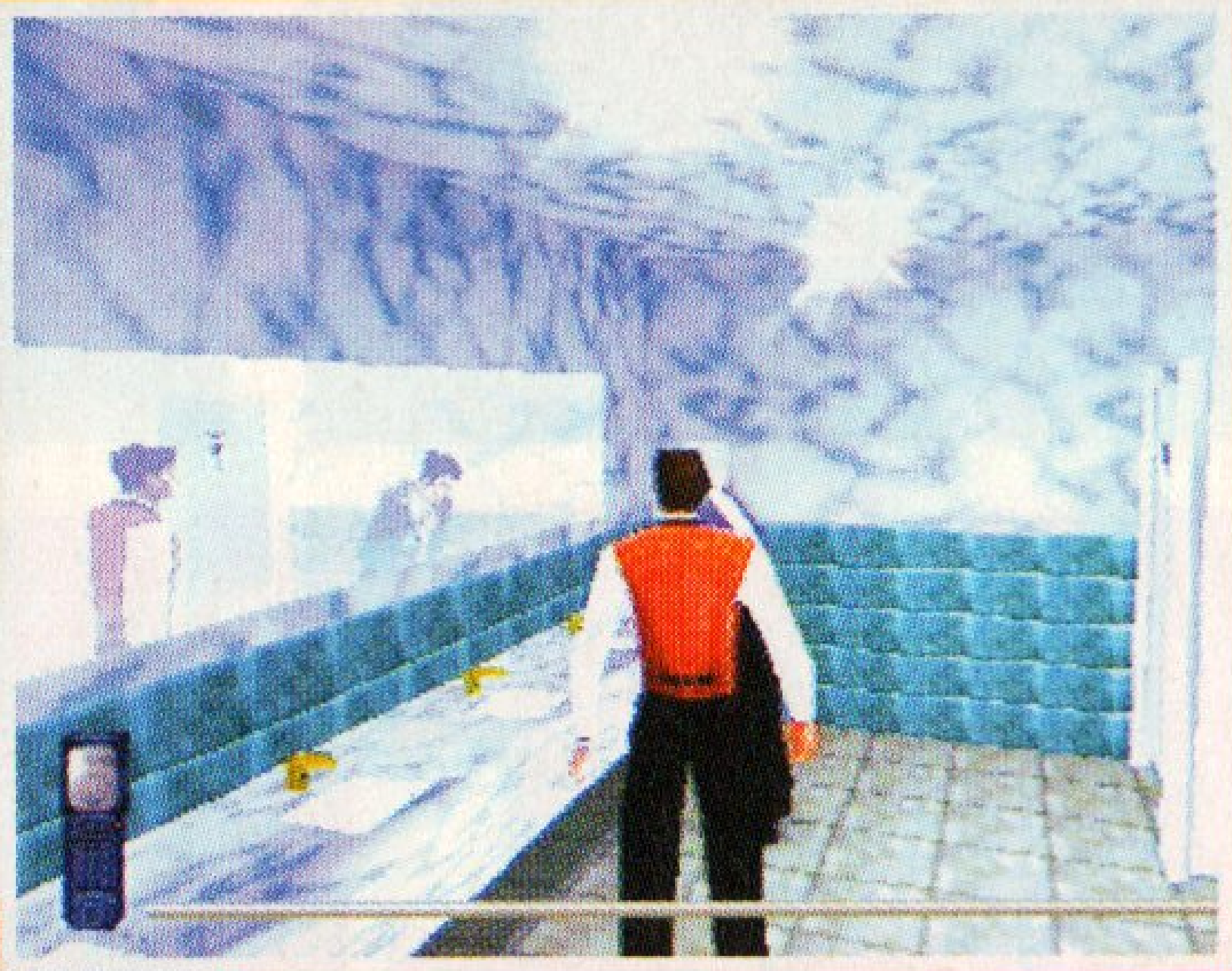

▲ Look at my blowpipe! Now feel its power, badly drawn woman from hell.

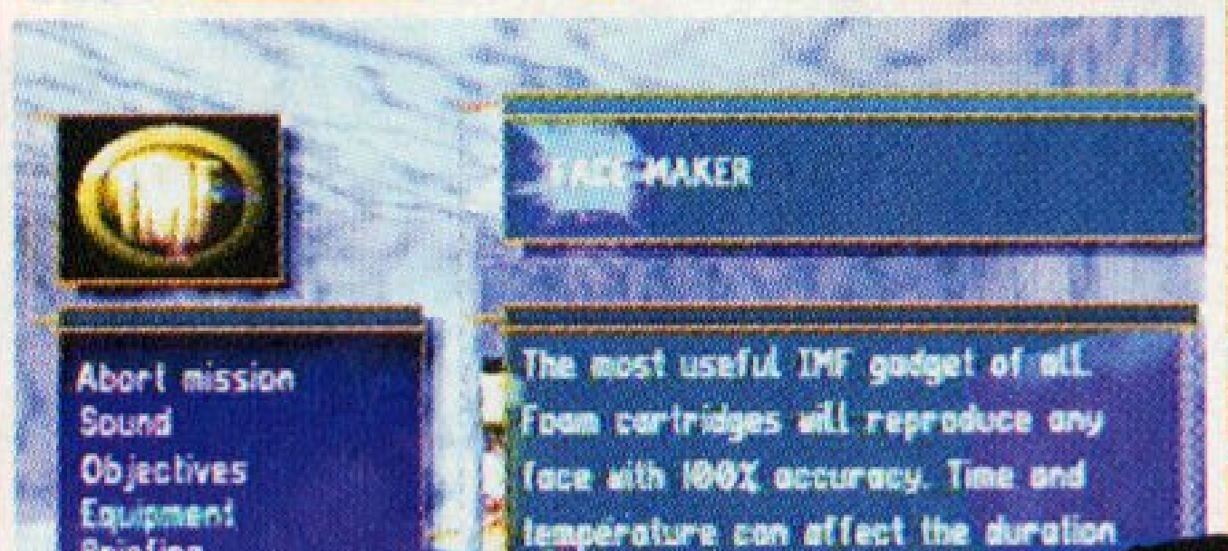

▲ Darn it. The security guard didn't like the way Ethan was killing the guests.

3 MASTER OF DISGUISE!

The face maker is your most important bit of kit, as it allows you to copy an unconscious person's face, just like the film. Those dumb enemies are sure to be fooled every time.




▲ Why oh why doesn't he see the dead woman in the cubicle behind him?

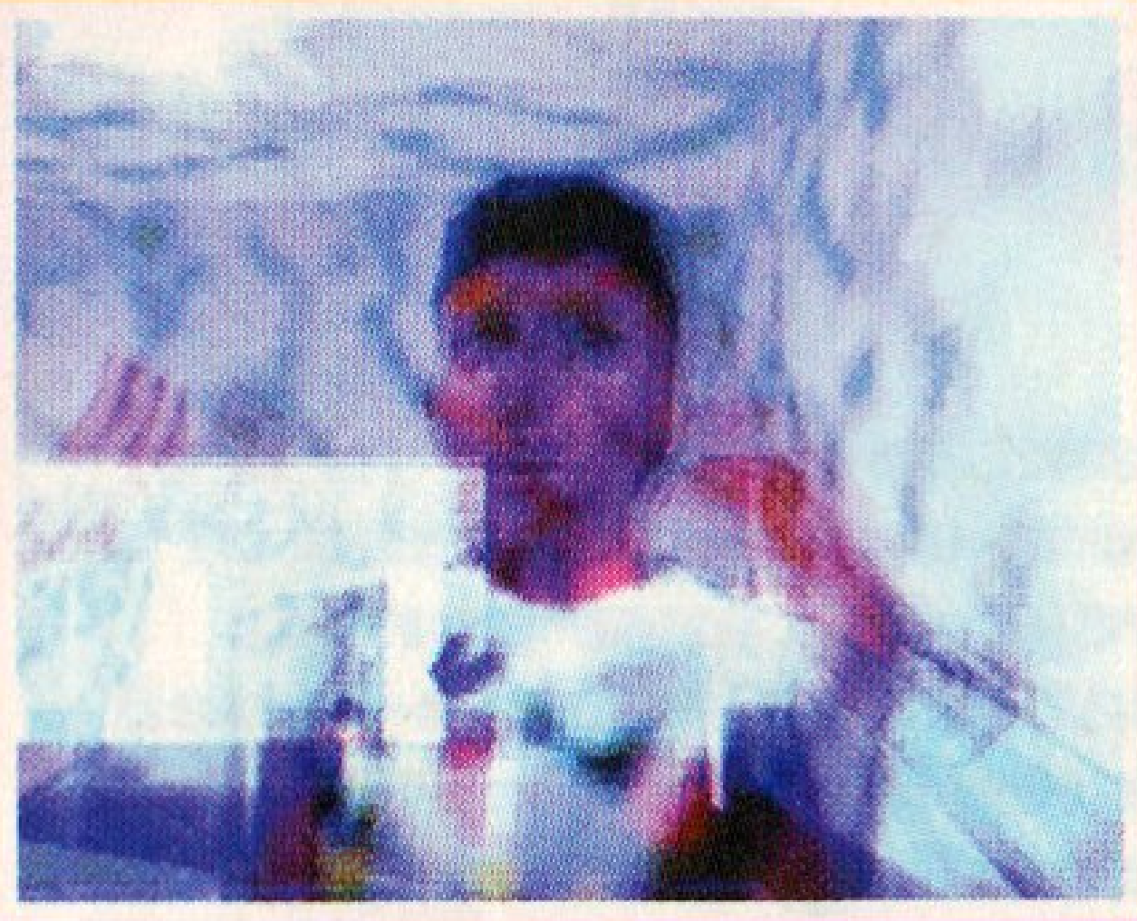


FACE-MAKER

Abort mission
Sound
Objectives
Equipment
Briefing
Team
Quicksave
Quickload

The most useful IMF gadget of all. Foam cartridges will reproduce any face with 100% accuracy. Time and temperature can affect the duration of the mask. A lot of laughs at Langley Alumni reunion di

▲ Oh you simpleton. With the power of the face maker, I shall be king! Ha!


◄ Ethan is a master of disguise. See, he looks nothing like Tom Cruise.

> “The PlayStation version is virtually identical to the poorly received N64 outing, right down to Ehtan's scary face.”

Disguised cleverly as a foreign ambassador, you can pump bullets into one of the bodyguards without any fear that his mate, standing right next to the body, will rumble you as a spy. You can wander around an embassy, planting smoke bombs right under the noses of the visiting dignitaries, but if you so much as talk to the wrong person at the wrong time, it's game over.

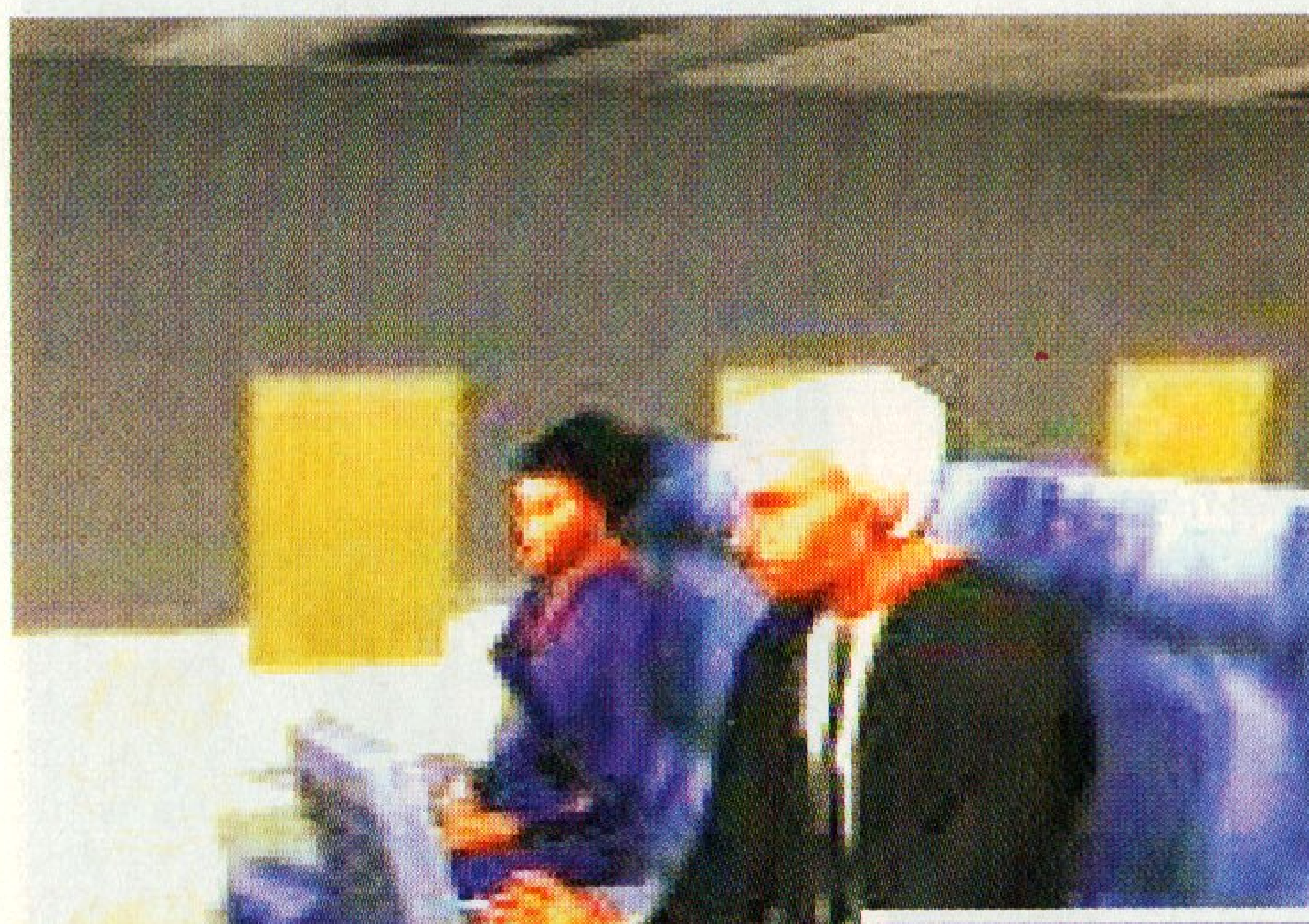
LOOKS

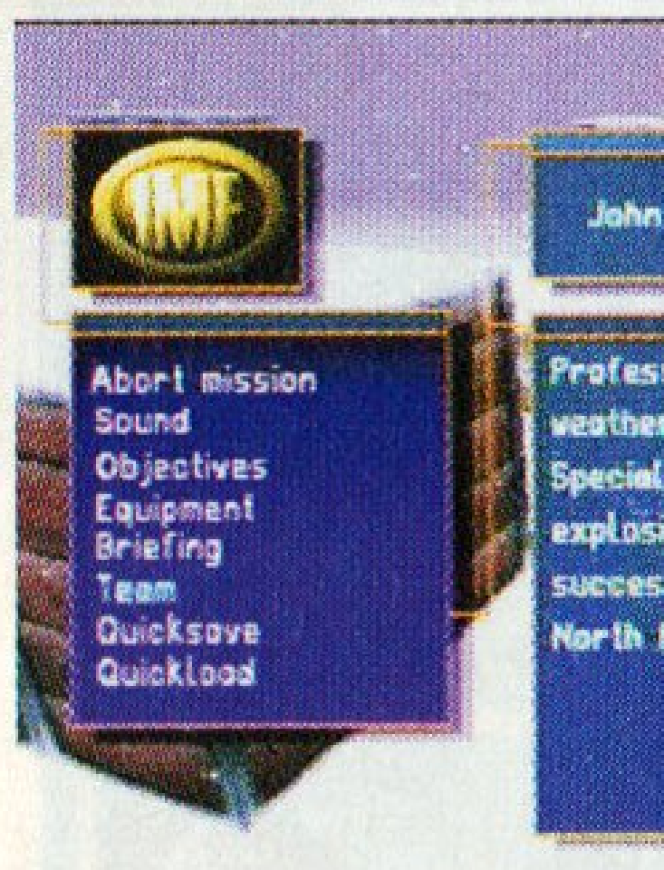
Even the graphical glitches, such as a glass of poisoned champagne which slides across a table, presumably via telekinesis, have been faithfully converted from the original. The scenery textures are rougher and more prone to splitting and warping in this version, but other than the addition of a few FMV scenes and some speech, you be hard pressed to tell the N64 and PSX games apart.

There are a few unintentionally hilarious moments though. One scene sees you knocking out a female assassin and propping her up on a toilet seat. The way her body slides into the cubicle, pulled by unseen hands, is sure to raise a chuckle or two, especially when you realise that you can carry on punching away at her unconscious face for as long as you like, complete with sledgehammer sound effects.

DUFF

Coming after the likes of *Metal Gear Solid*, *Parasite Eve* and *Syphon Filter*, this game winds up looking even more foolish than it did on the N64. The handful of decent ideas it possesses have been so clumsily implemented that it seems like a truly shocking rush job, even though the PlayStation conversion is released almost four years after development started on the original. Surely that's more than enough time to tidy things up and sort out some of the worst faults. As it is, the only changes are in the cut-scenes (which are fuzzy FMV versions of the same dull movies used in the N64 version) and the music, which now has some more bassy bite. Wow.


▲ The newly rendered cut scenes are presented in glorious fuzz-o-vision.



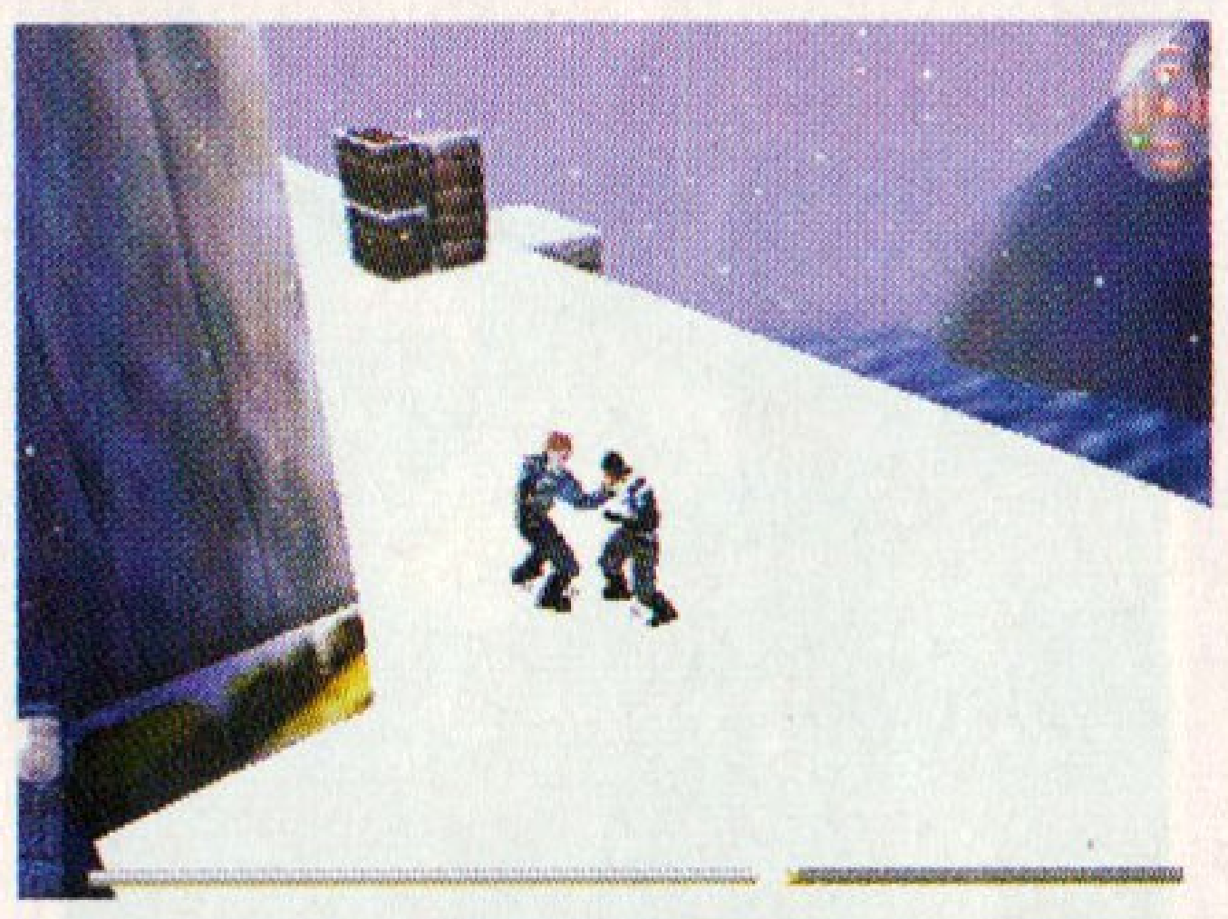
John Clutter

Abort mission
Sound
Objectives
Equipment
Briefing
Team
Quicksave
Quickload

Professional mountain climbe
weather enthusiast.
Specialized in radio system
explosives. Participated
successful Arctic S
North Pole.

► You can access the IMF's computer files at any time, for all the good it does you.

Dowey for getaway : DONE

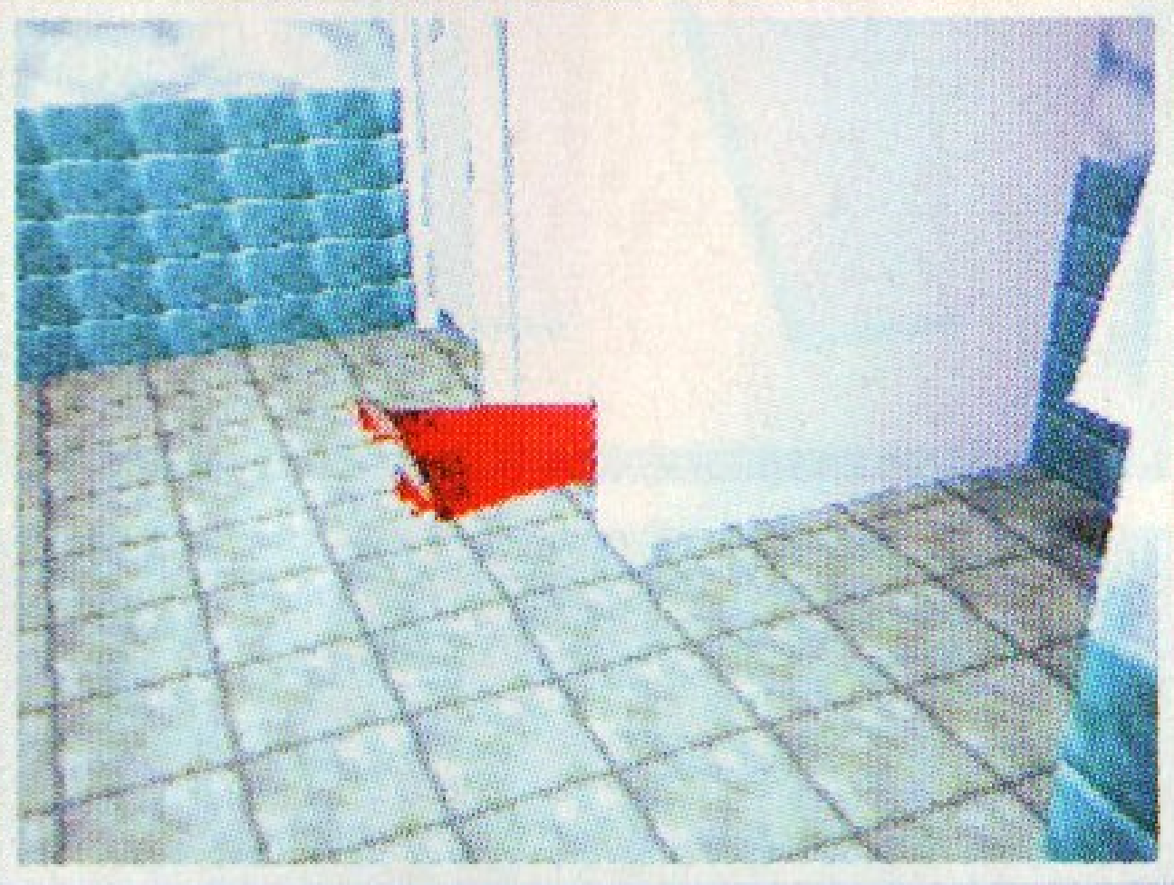


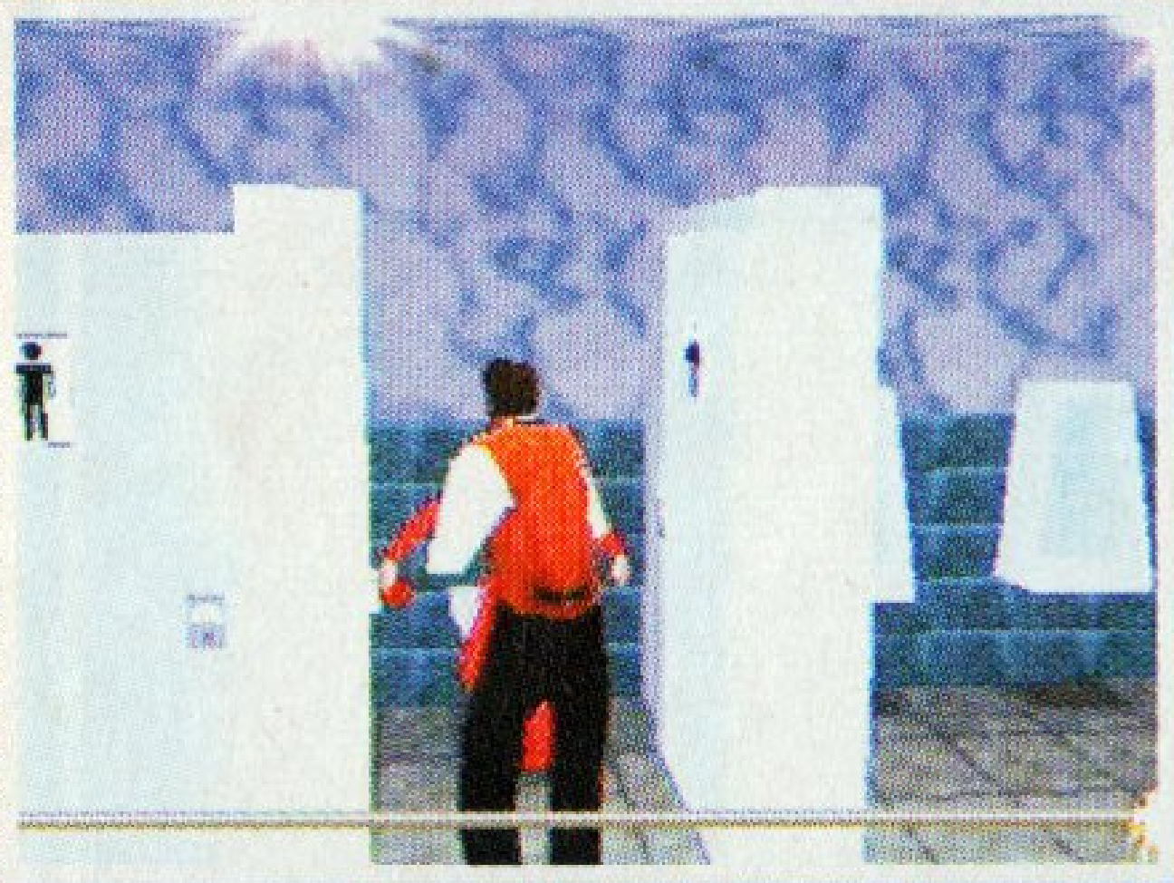
Sabotage the gunboat : DONE

▲ Your missions will take you from the frozen wastelands to the CIA headquarters, but few are of very much interest really.

4 LADY KILLER!

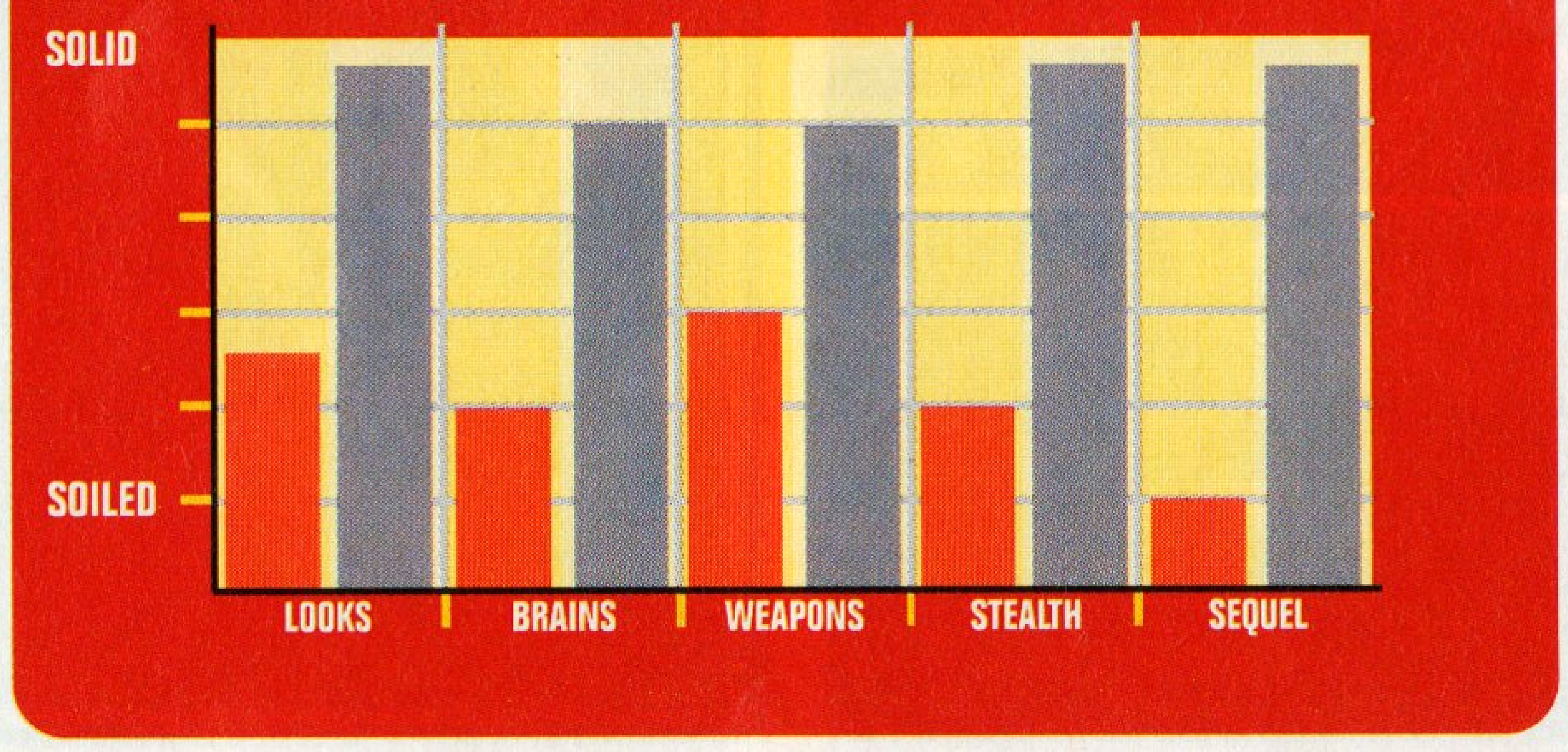
Lure her into the bogs, whack her over the head, then go to work! No wonder Tom Cruise wanted no part of this…


▲ Strange how nobody bats an eyelid at this, even if they walk past the cubicle.


▲ Thwack! Looks like Ethan has some unresolved 'issues' from his childhood.

SOLID OR SOILED?

Is Ethan Hunt even fit to clean the shoes of Solid Snake? Let's consult the old graphometer and see…



JUDGEMENT

PRESENTATION

Wobbly textures with the camera lurching around like an alkie, plus the voice acting is amusingly bad.

GAMEPLAY

It's just a matter of knowing what you've got to do and where you've got to do it. And that's it.

LIFESPAN

You'll probably give up and take the disc to the local jumble sale long before you finish it.

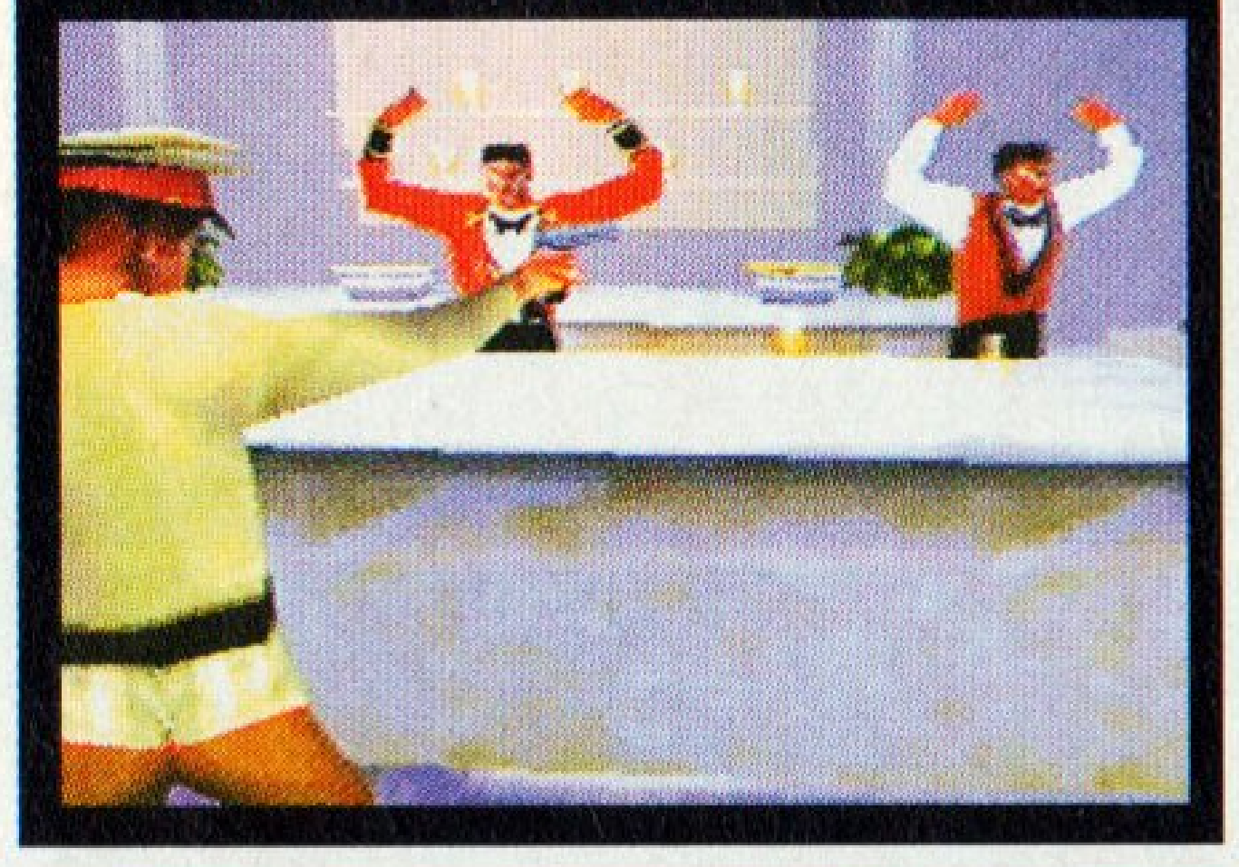
THE BEST BIT

The music during the intro is quite nice, but why not just buy the soundtrack album instead?

MISSION: IMPOSSIBLE

THE WORST BIT

Dying again and again because you took a wrong turn somewhere or didn't press the right button.



Hardly the N64 conversion that PlayStation owners have been gagging for. Give it a miss, unless you like irritating games.

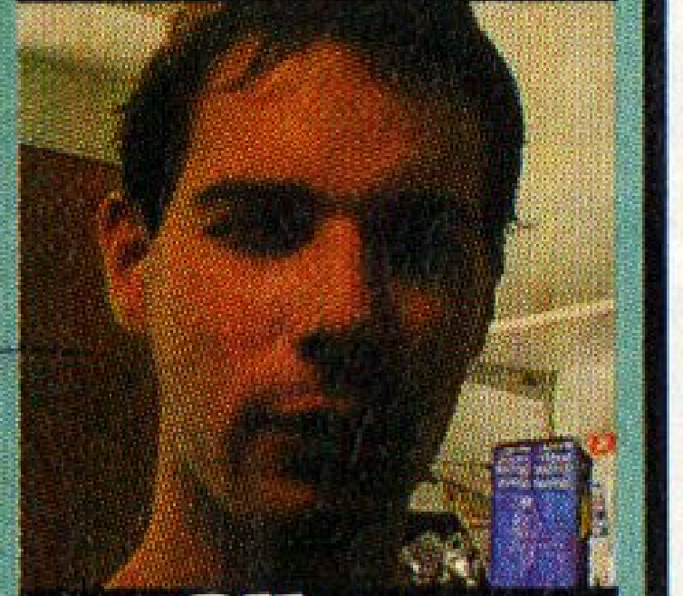
49%

If you like this…
Try *Metal Gear Solid*, which does the whole stealth thing with a lot more style, or *Goldeneye* on the N64.

DATA ▶ FORMAT REVIEWED: PLAYSTATION OUT: NOVEMBER PRICE: £40 DEVELOPER: KODIAK INTERACTIVE
PUBLISHER: ELECTRONIC ARTS CALL: 01753 459 442 PLAYERS: 1-4 OTHER FORMATS: N64, GAME BOY

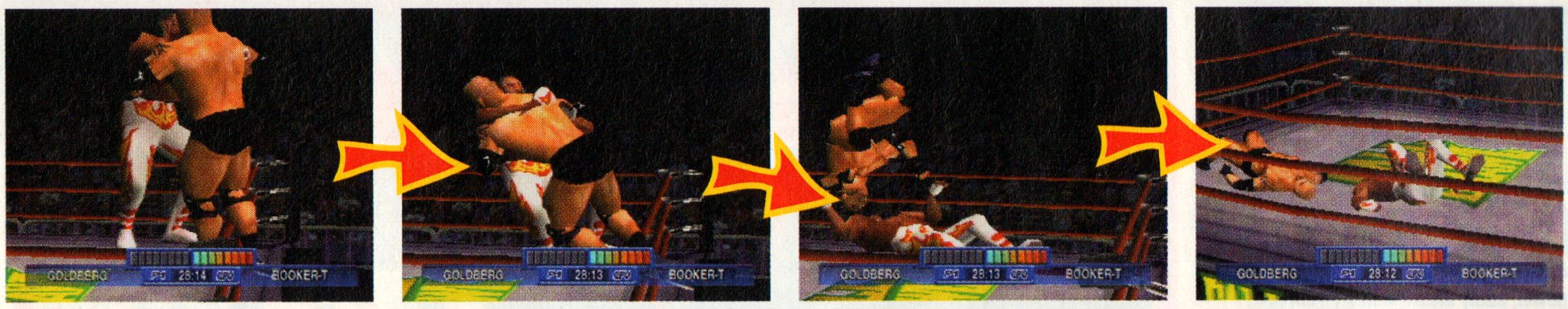
PlayStation

Reviewer



Oliver Hurley

Wrestling: ridiculous theatrical campness, or the ultimate spectacle of our time? Who knows?



WCW MAYHEM

While WWF is undoubtedly the numero uno sports-entertainment outfit in the US of A, the most-watched brand of grappling over here is that of the Atlanta-based World Championship Wrestling, due to its prime time slot on Channel 5.

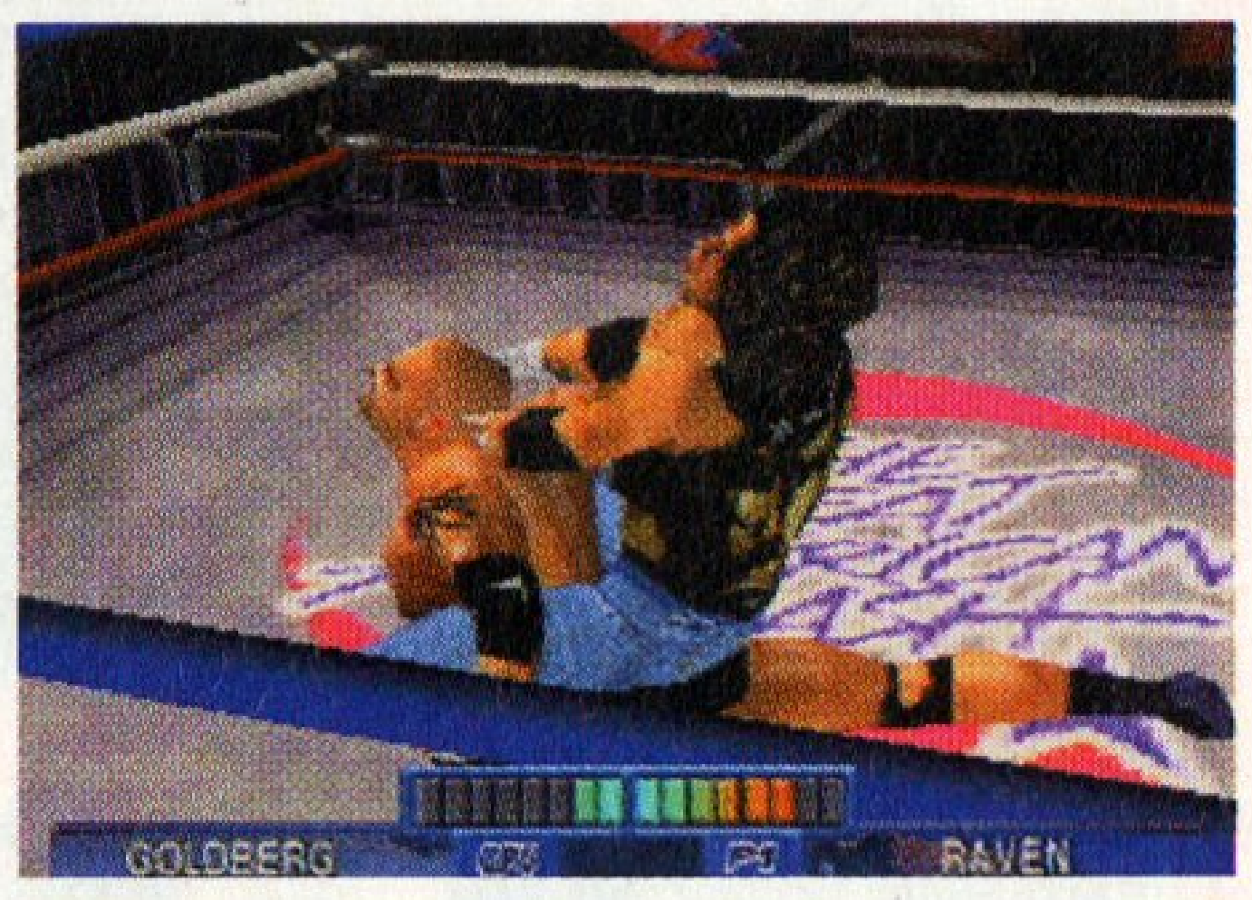
Populism doesn't necessarily equal quality though, as anyone who has witnessed the shoddy production values of WCW's TV show will attest. So is their latest game any better?...

What have become the conventions of the grappling videogame are all here. A single-player 'quest to be best' game sees your pumped-up hair-meister working their way through the rankings until they become the first television champ before setting their sights on US and World titles. As you beat more contenders on your route to the top, more bonus characters are unlocked (see box 1).

EVENTFUL

The Main Event option includes a generous selection of different matches, ranging from standard single-player vs CPU matches to four-player battle royals. The rules of each can be customised to suit your own peculiar piledrivin' preferences, so should you fancy a two-against-one falls-count-anywhere brawl, *Mayhem* can satisfy your needs.

Aside from supporting up to four players via a Multitap, *Mayhem*'s other innovation is that you can fight in a variety of backstage locations. The main advantage of taking the trip down the aisle and through the curtains is that any weapons you use here (such as baseball bats or chairs, which always seem to be lying around) inflict twice the damage they do in the ring (see box 2). Strange but true! It doesn't really add much to the gameplay and is little more than a novel diversion.



SYSTEMATIC

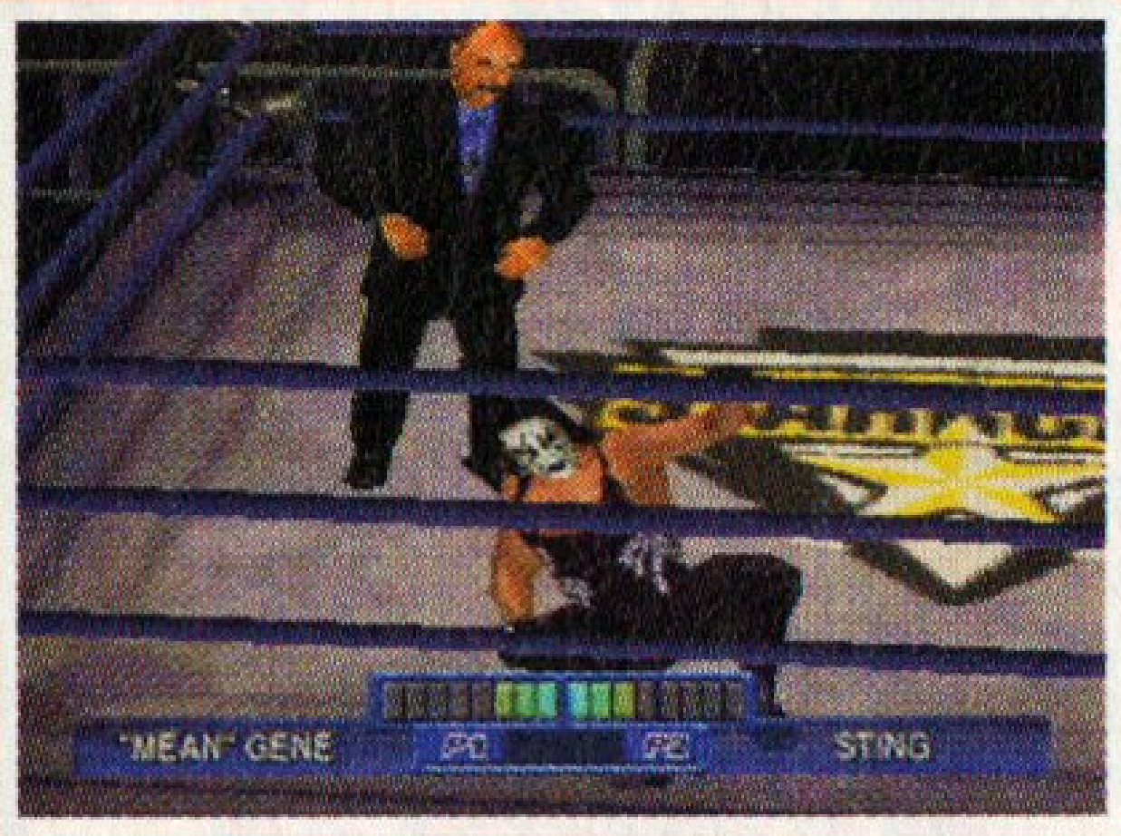
The fighting system itself is fairly basic. Rather than using Attitude-style combos, single buttons combined with one of the directions allows you to perform the variety of manoeuvres. So while it doesn't take long to master, there's a definite lack of depth. It's often a case of he who hits the buttons quickest prevails.

Mayhem's unsophisticated control system is also reflected by the remarkably ho-hum graphics.

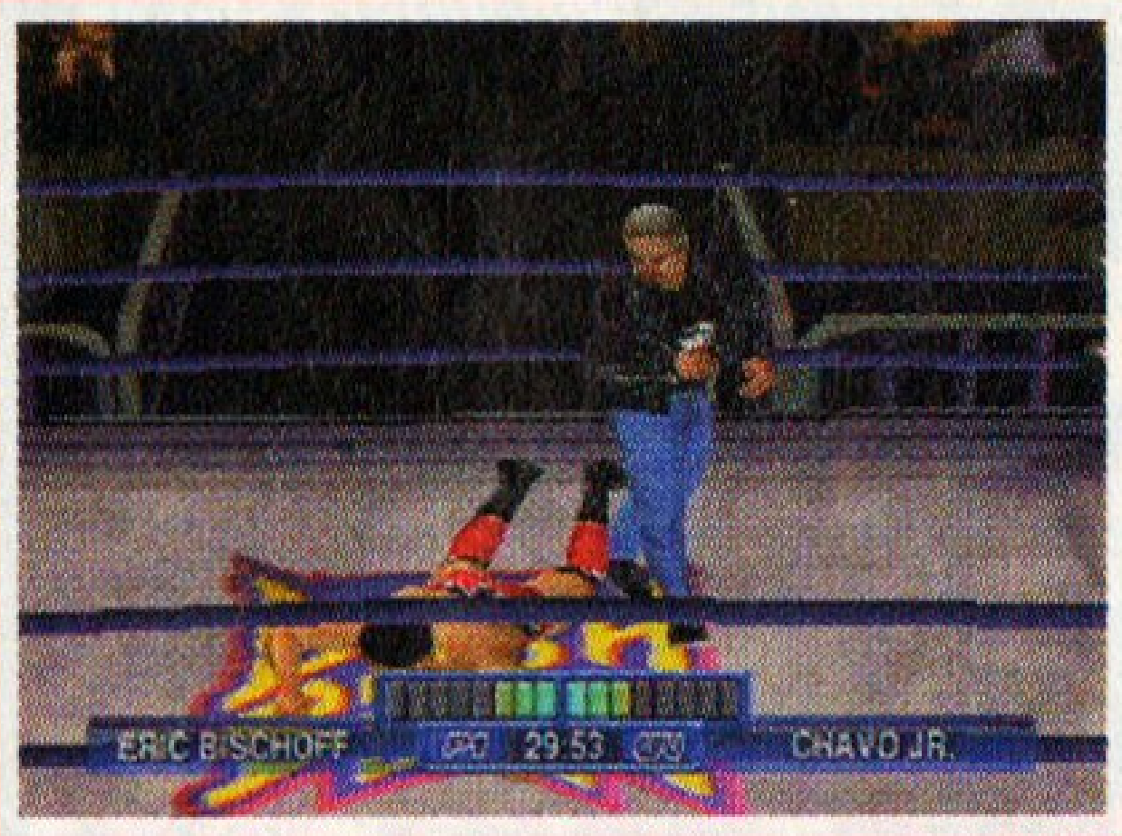
If you're a fan of *WCW* itself, you probably won't be too disappointed by *Mayhem*. But if you're not mad-keen on Ted Turner's rasslin' outfit, then *Mayhem* is little more than a poor-man's *Attitude*.

1 FACES!

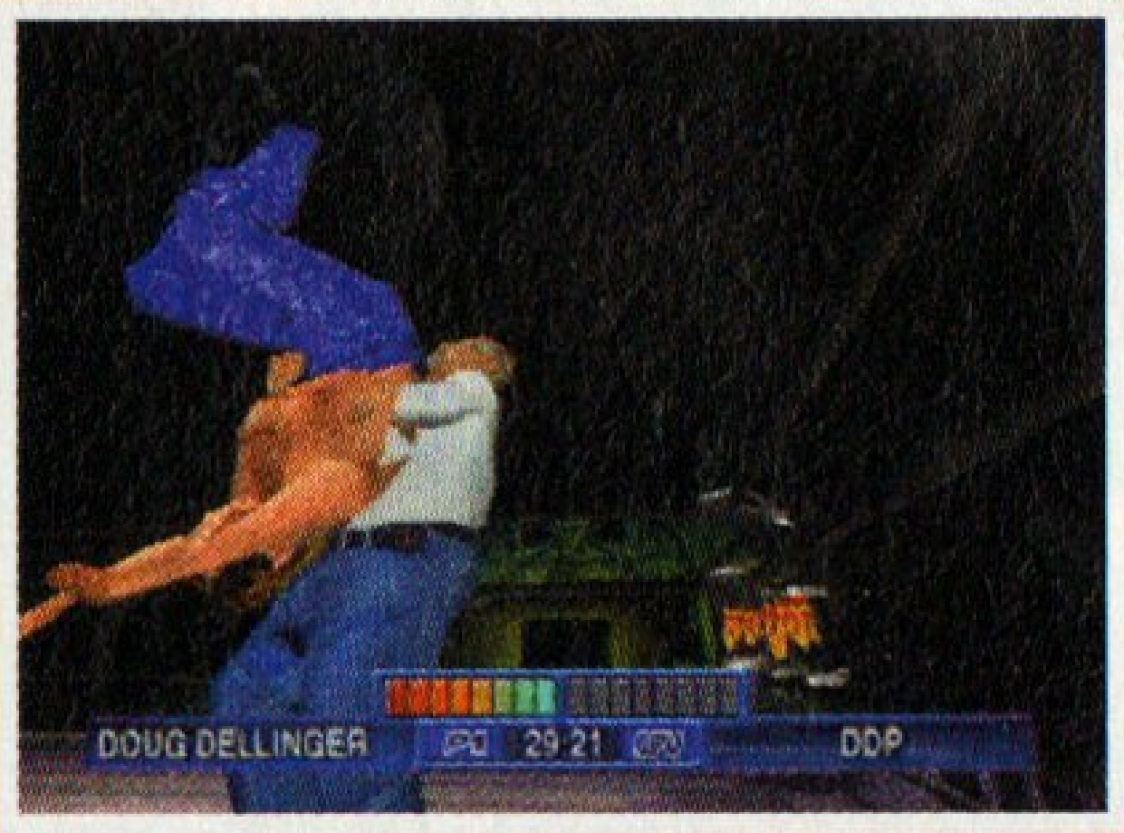
Characters include some of WCW's more obscure wrestlers, along with a selection of non-wrestlers.



▲ Gene doesn't look that mean in his cheap double-breasted suit.



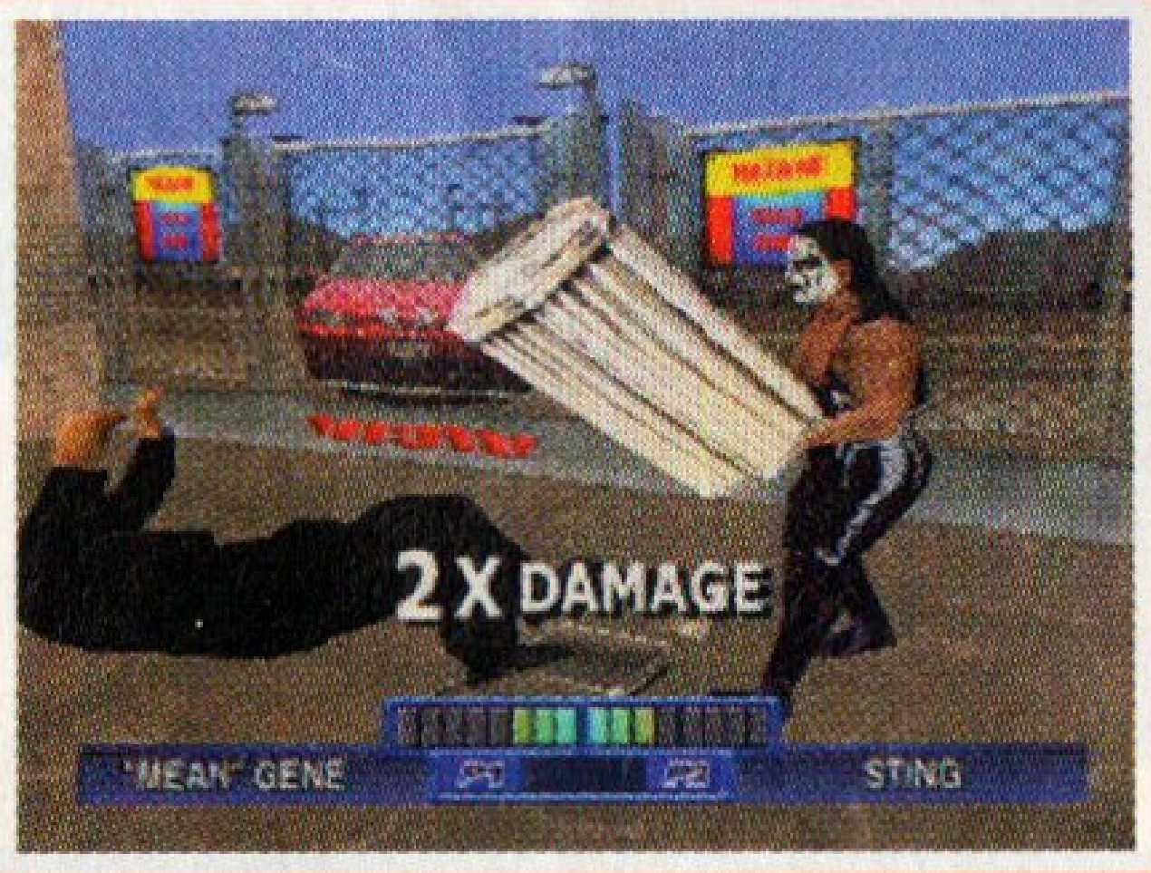
▲ Eric Bischoff may have been sacked from WCW but he's still in *Mayhem*...

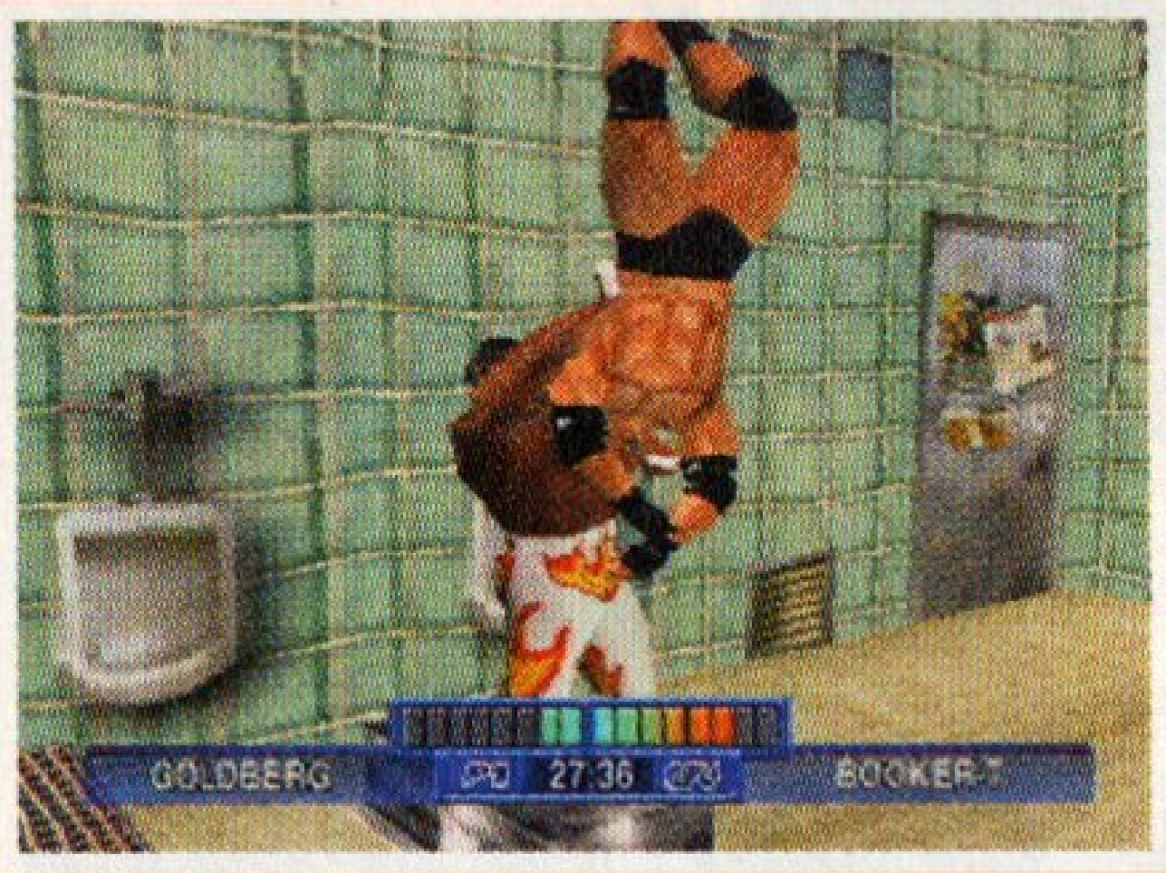


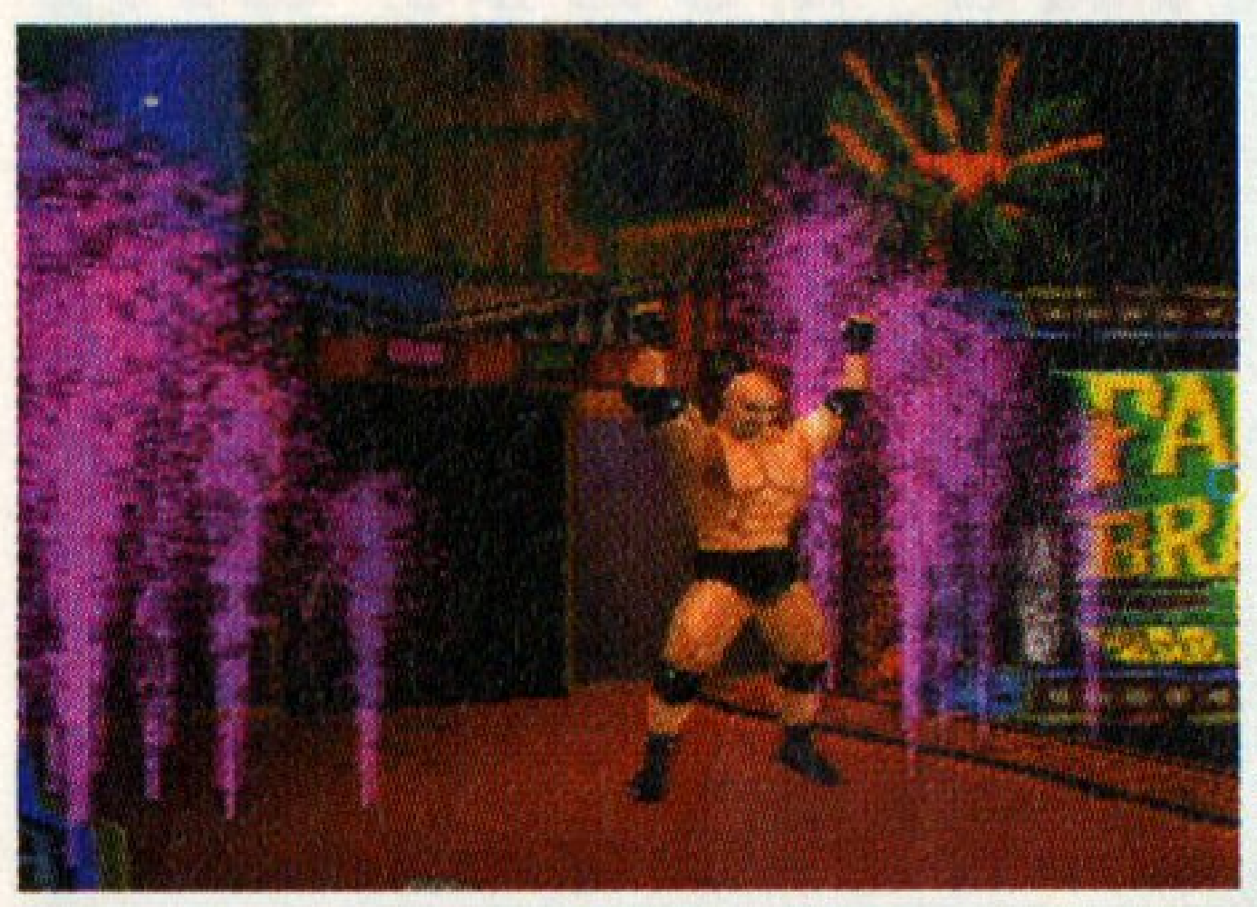
▲ It's not only the wrestlers themselves who are fat, old and balding.

2 RiNG OUT!

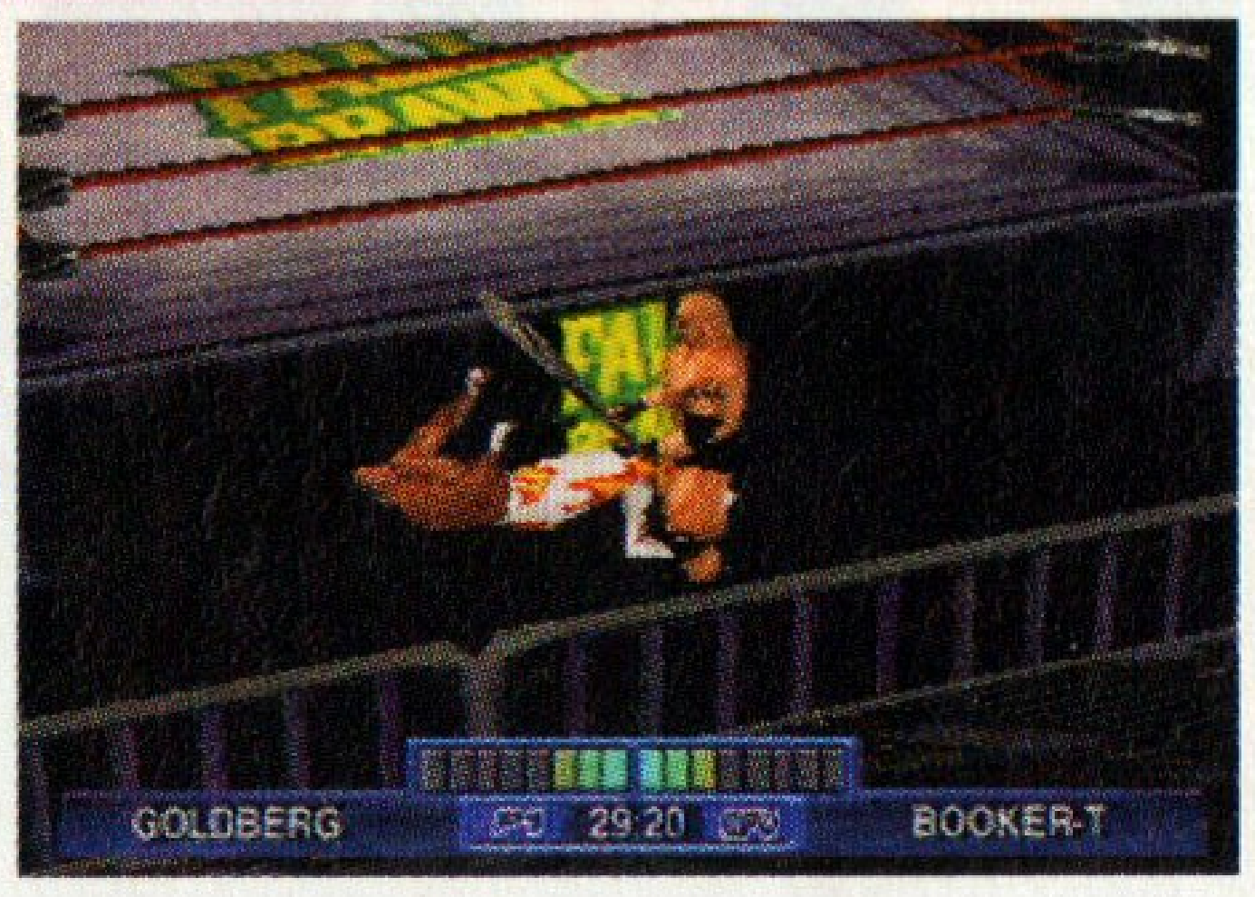
If both wrestlers head through the curtains at the top of the aisle, you'll be magically transported to one of a variety of backstage areas. These include a press room, car park and even the men's lavatories. Now that's what I call class.







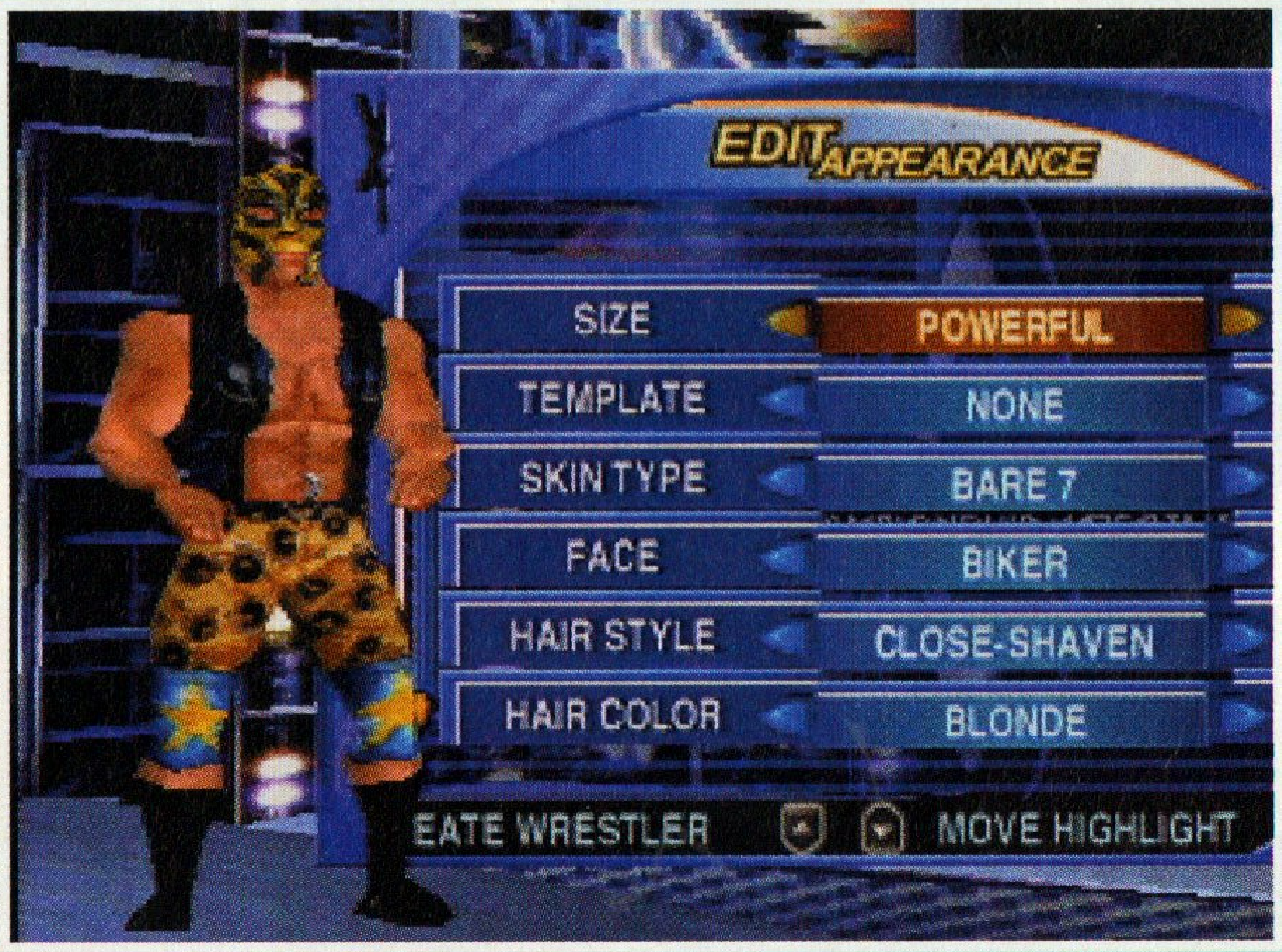
◄The entrances are, unfortunately, not half as impressive as those of THQ's *WWF Wrestlemania 2000*.



▲ Raven is one of a number of characters in the game who are no longer with WCW.
► Smacking your opponent with a chair never ceases to amuse...

3 i MADE THiS!

No grappling game these days is complete without a create-a-wrestler mode. This is actually one of *Mayhem*'s better features. Although there's not much scope for changing facial characteristics, it's possible to fiddle with 40 different criteria, including boots and body piercings.



EDIT APPEARANCE

SIZE POWERFUL
TEMPLATE NONE
SKIN TYPE BARE 7
FACE BIKER
HAIR STYLE CLOSE-SHAVEN
HAIR COLOR BLONDE

JUDGEMENT

PRESENTATION

Hardly *Mayhem*'s strong point. The commentary is quite amusing but this is definitely lacking in the eye candy department.

GAMEPLAY

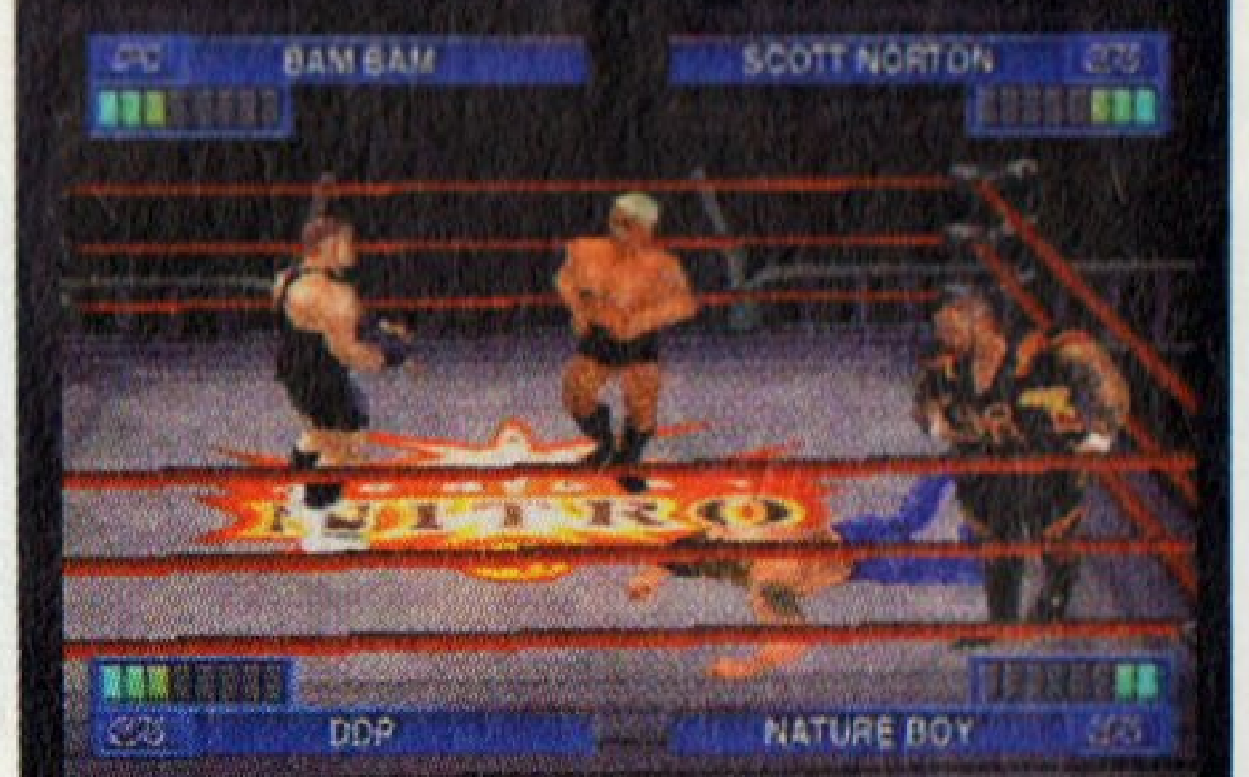
Easy to get the hang of but a touch simplistic. The controls are also a lot less responsive than you'd hope for from a wrestling game.

LIFESPAN

Doesn't pose the long-term challenge of *WWF Attitude* although the multi-player matches should keep you coming back.

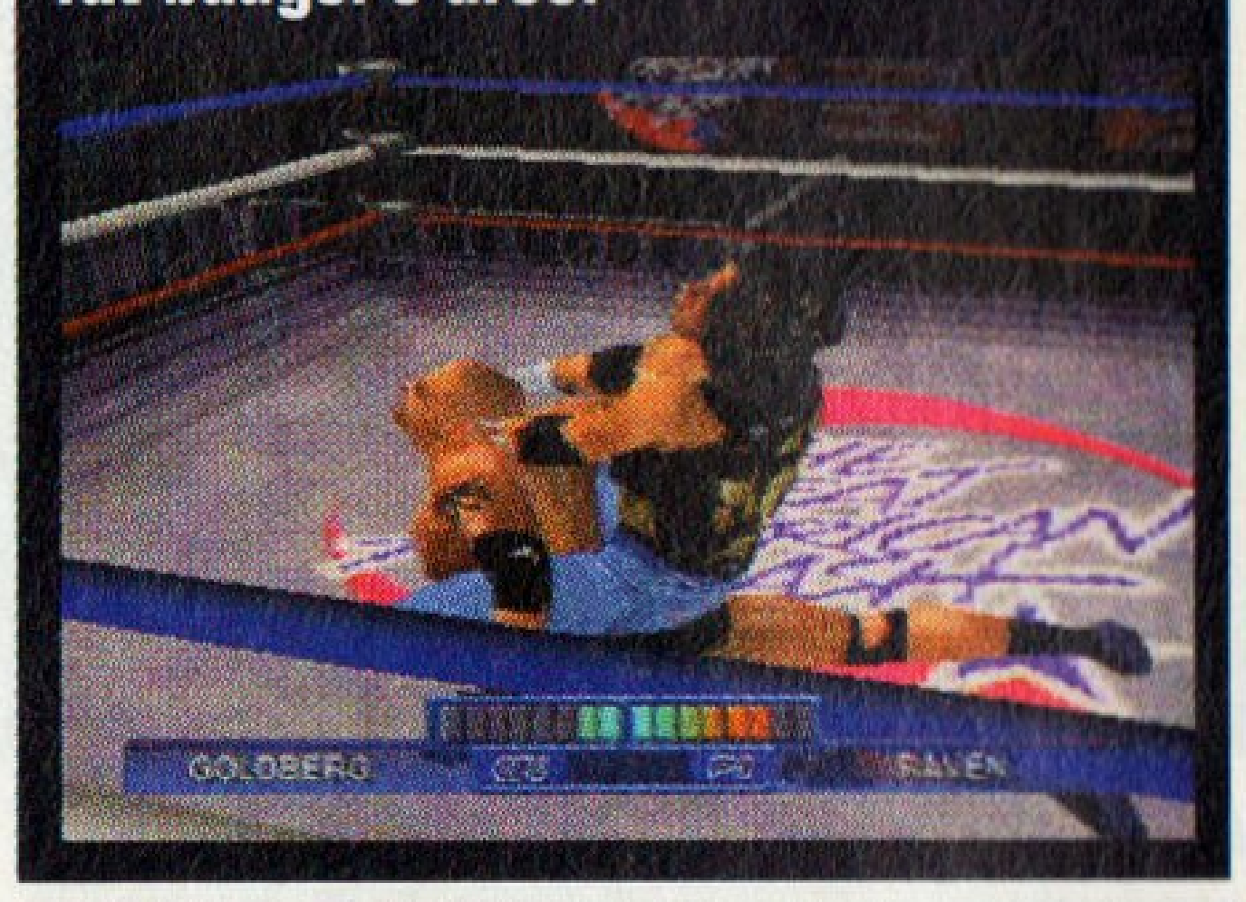
THE BEST BIT

Being able to plug in a Multitap and have four-player grapplefests with your mates. Grrrrraarrrgghh!



THE WORST BIT

Those horribly glitchy visuals. They're as rough as that infamous fat badger's arse.



It's a long way from being the worst PlayStation wrestler but it doesn't have much new to offer and is riddled with annoying niggles.

71%

If you like this...

Then get hold of the definitive wrestling game, *Acclaim's WWF Attitude* – if you can still find a copy. Alternatively, take a look at THQ's new *Wrestlemania 2000*.

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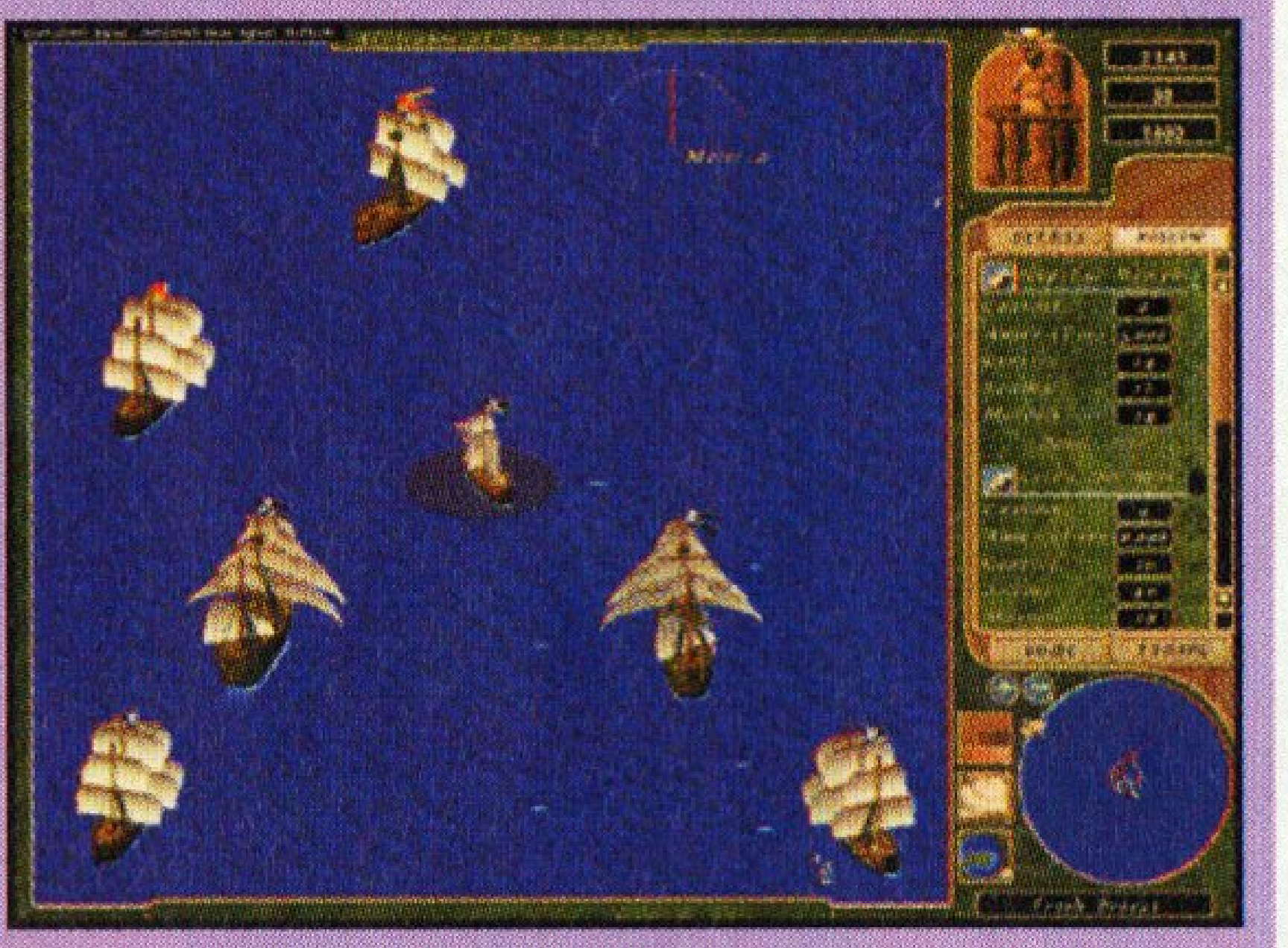
FORMAT REVIEWED: PC • PRICE: £35 • OUT: NOW

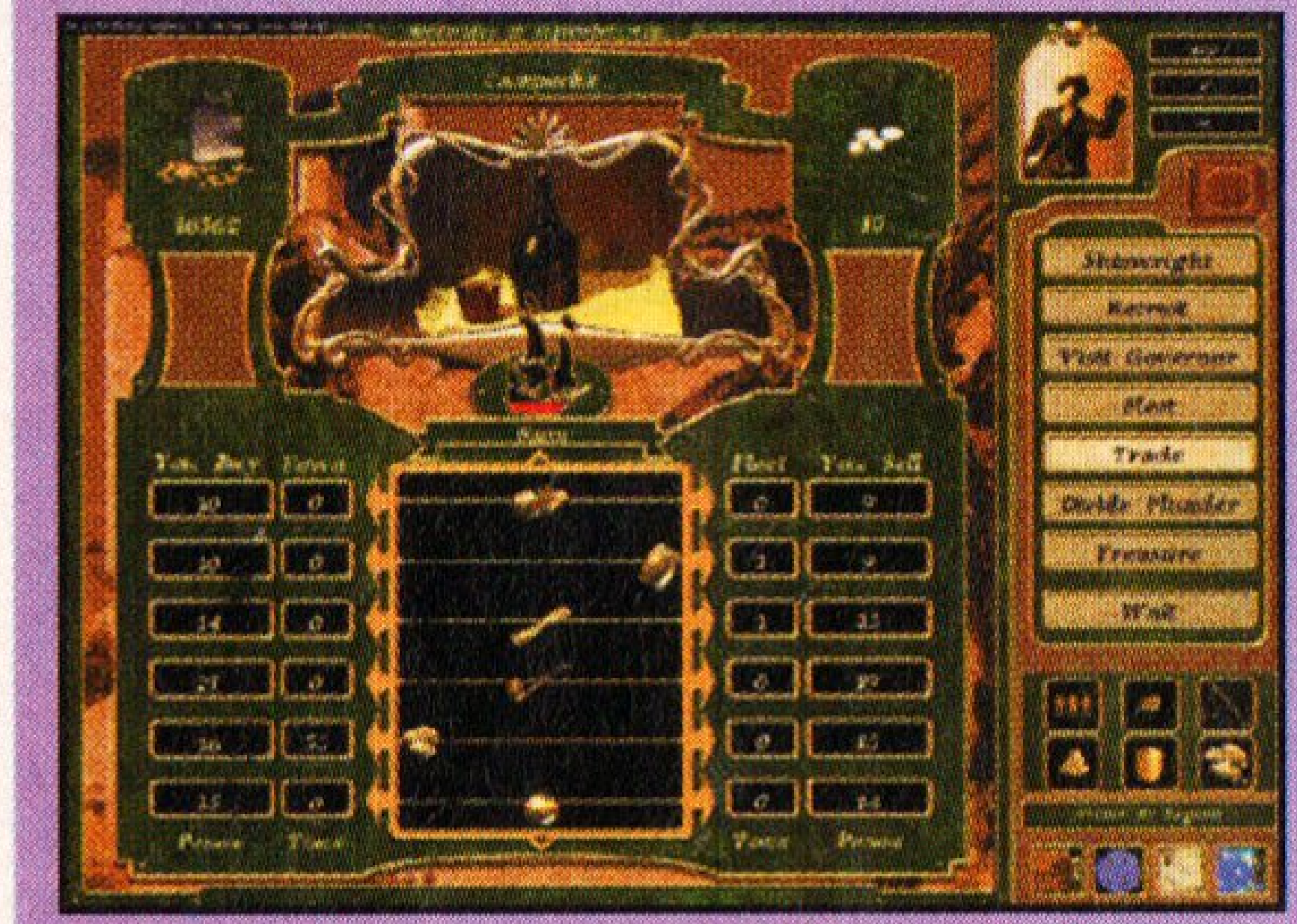
CUTTHROATS

Let's face it, pirates had it easy. Sailing around exotic locations, drinking loads and beating up poor defenceless merchants. The only real hazard would have been avoiding the randy drunk who thinks you looked good in tight breeches.

Eidos' attempt to recreate the high life on the high seas is brave, but much like a boat where Captain Hook has tripped and rammed his artificial mit through he hull, is doomed to sink without trace. The *Elite* on the sea action becomes too monotonous for words when you're just sailing from port to port, buying and selling goods. A brief highlight comes in the form of attacking other ships to nick their cargo but even this tends to descend into circling each other to get the best shot.



The missions you are given fail to break through the dullness and with awkward controls and God-awful music. As such *Cutthroats* is not a game that's going to be providing much in the way of thrills and spills. Adequate, but hardly swashbuckling.



▲ All very nice and 'olde worlde', but the various options provided don't amount to much.

JUDGEMENT

Not a yo-ho-ho in sight. Intriguing concept that falls short due to lack of excitement and dodgy controls. Make it walk the plank.

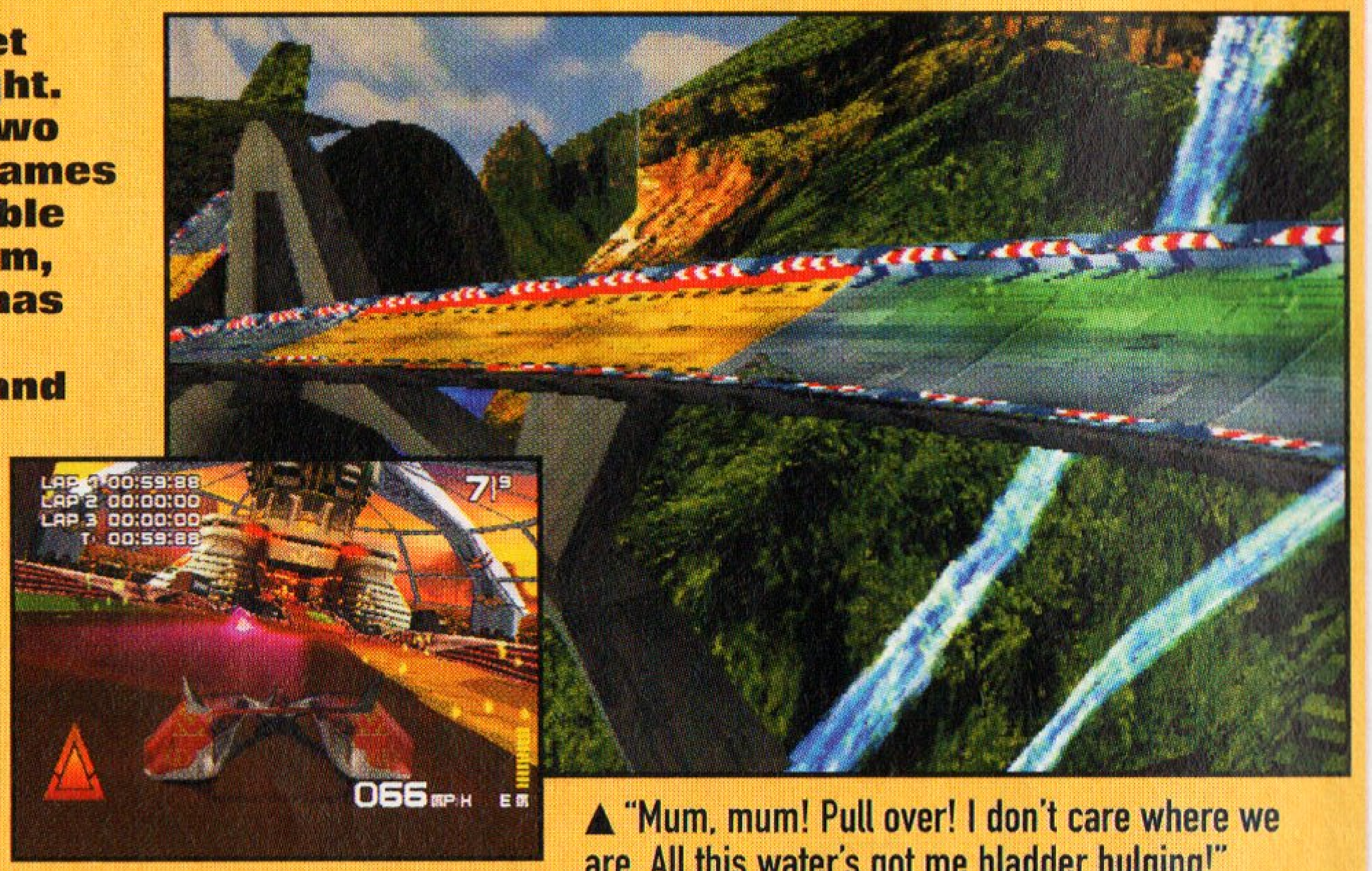
40%

FORMAT REVIEWED: PLAYSTATION • PRICE: £40 • OUT: NOW

KILLER LOOP

So let's get this straight. The first two *Wipeout* games are available on Platinum, the third has just been released and *Rollcage* is out there for anyone who doesn't want to buy a game with the letter 'W' in the title.

Why then would any developer in their right mind think that now is the time to release a *Wipeout* clone. Crave have come up with some great looking tracks, a few novel gameplay twists but under it all, you can tell that it really wants to be *Wipeout*. As good as the tracks look they're bit limited, plus there's no two-player mode. Arse.



▲ "Mum, mum! Pull over! I don't care where we are. All this water's got me bladder bulging!"

LAP 1 00:46:30
LAP 2 00:00:00
LAP 3 00:00:00
T 00:46:30
248 MPH

JUDGEMENT

Wipeout it wants to be, but *Wipeout* it most definitely ain't. Fun for a few goes but flawed and lacking compared to the mighty Wipester.

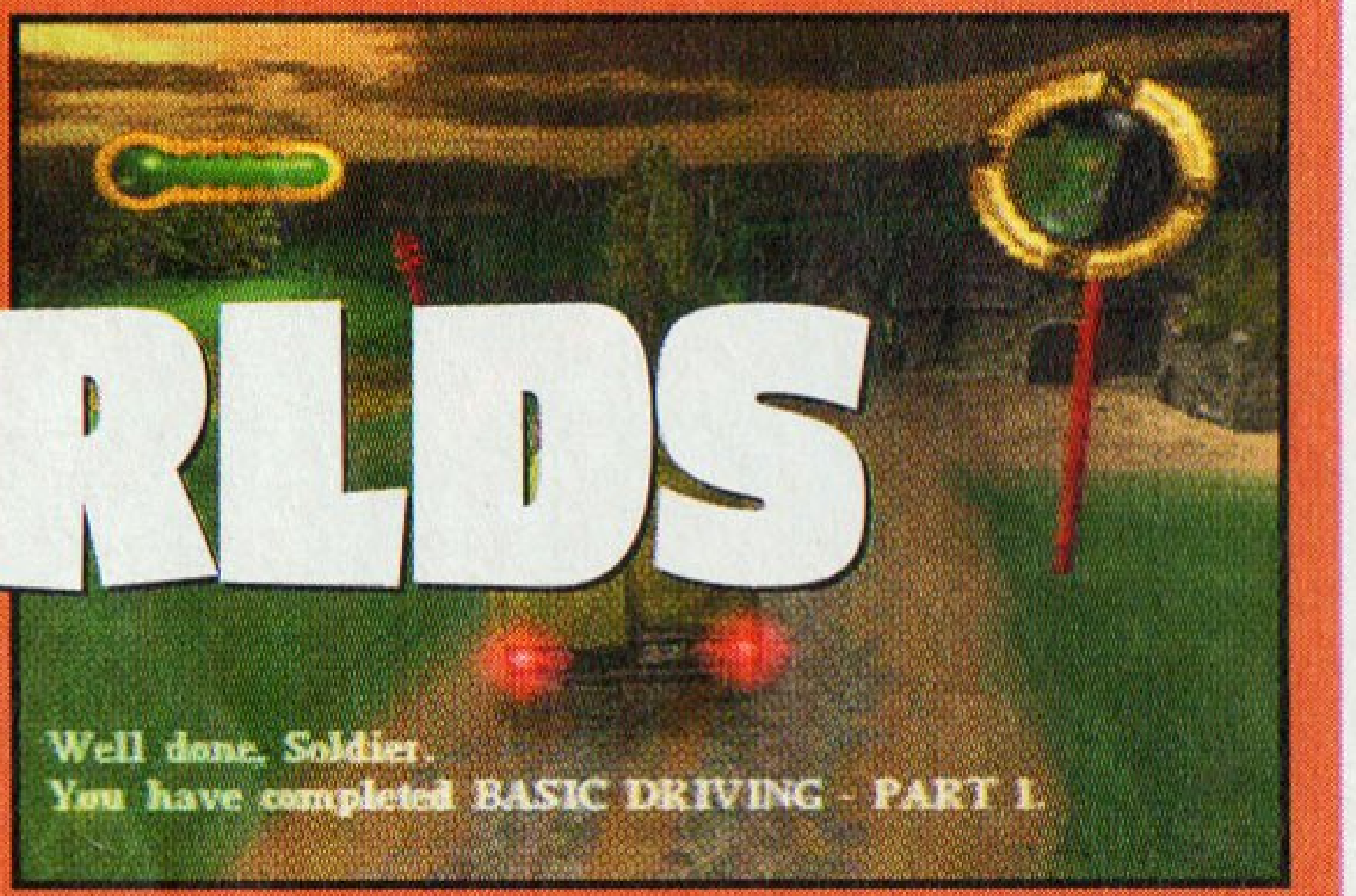
64%

FORMAT REVIEWED: PLAYSTATION • PRICE: £40 • OUT: NOW

WAR OF THE WORLDS

"No one would have believed in the last years of the 19th century that human affairs were being watched from afar."

Yeah, and no one would have believed that at the end of the 20th century some dodgy musical version of an excellent book by H G Wells would have been turned into a game. Thankfully GT have forgotten the awful PC *C&C* clone and given PlayStation owners a straightforward 3D shooter instead. Unfortunately it plays like a mission-based verison of *Missile Command* with you blasting ten bells of crap out of the martians with various big guns, both fixed and mobile. The music provides distraction but overall this is little better than average.



Well done, Soldier.
You have completed BASIC DRIVING - PART 1.

Oooolaaaar. Is this then end of a Martian walking machine of a Pagan summoning rite? Who knows...

JUDGEMENT

The music is more interesting than the action. Average 3D shooter with a novel concept, not much else. Clunky and unimpressive.

52%

FORMAT REVIEWED:PLAYSTATION • PRICE: £40 • OUT: NOW

JADE COCOON

As the Pokemon invasion is set to turn Nintendo fans into quivering game junkies, PlayStation owners may be able to get their own monster munching kicks with this friendly RPG from Crave.

The game has you controlling a young Cocoon Master, Levant who has the power to capture monsters. These monsters can be combined with each other (should get the genetic mutation crowd up in arms again) to produce new improved monster which can be trained and further developed. Then you can save them on a memory card and fight them against your mate's creations.

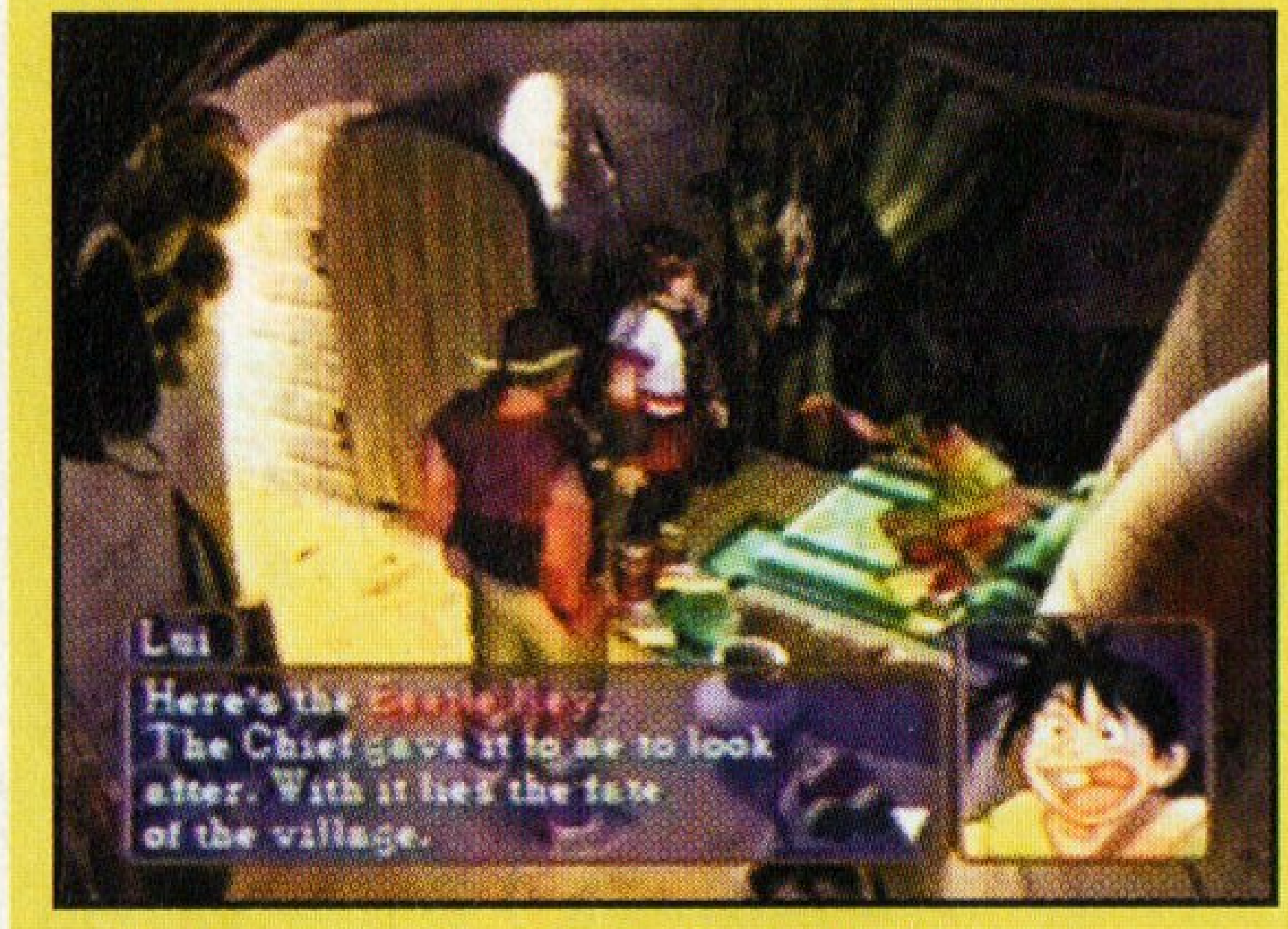
Apart from this *Pokemon*-style action, *Jade Cocoon* is your standard RPG that's cute and inoffensive but far too short. The animation and graphics are are easy on the eyes and pleasant although there isn't enough to hold the interest.

Unfortunately the game never rises above being 'nice' and consequently lacks the necessary edge and bite to really make you concerned with what's going on.

Garai
Finding the Calabas Herb is important, but first you must learn to fend for yourself.

▲ Hey everyone! Garai's found the herb! Mellow...

▲ Rodger's greenhouse was growing out of control!



Lui
Here's the Eerie Key.
The Chief gave it to me to look after. With it lies the fate of the village.

▲ Lui prepares to eat a hole pack of cream crackers at one sitting. What a guy!

JUDGEMENT

If *Final Fantasy 8* is full fat, this is skimmed RPG – only half the hours but only half the flavour. Innovative, but not long living enough.

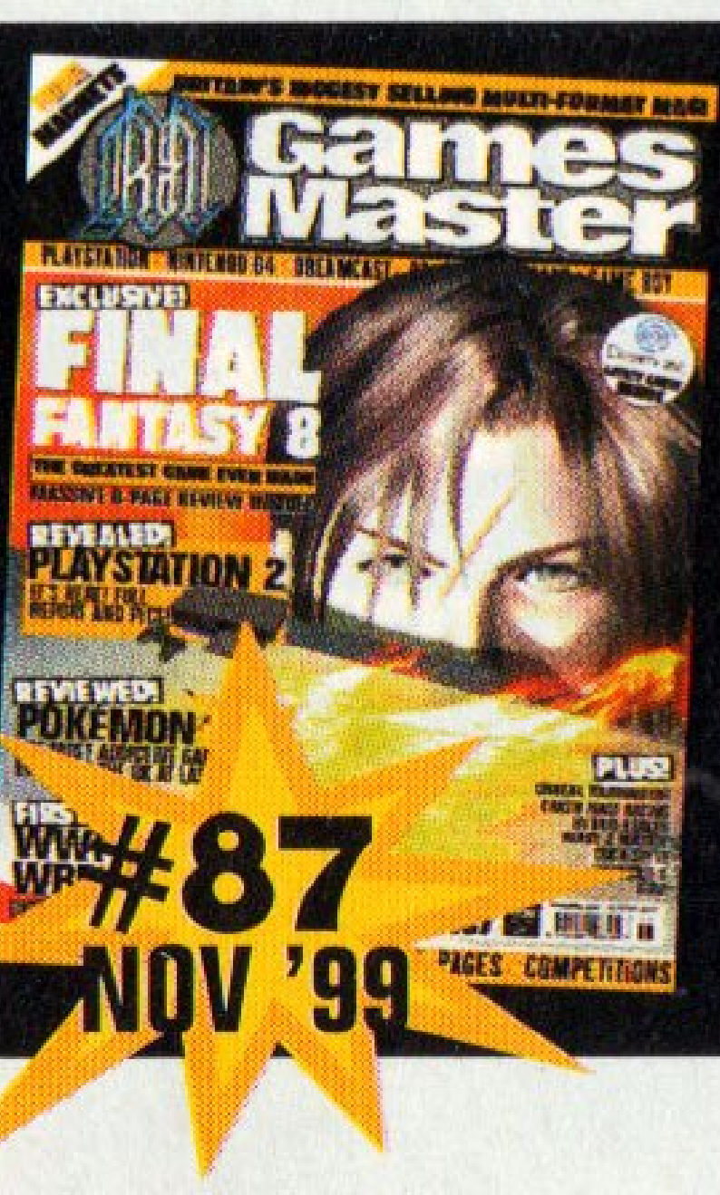
70%

PREVIOUSLY IN Games Master

Lost and waving frantically in a spiral, spinny, special effect, the intrepid GM team find themselves caught in a Time Tunnel of their own making. The sheer mass of back issues in the office has created a singularity which then dragged us back down the time line to confront ourselves as we beavered away on last months issue. Spooky-monger!

HITS THE ONES WE WANT TO RATE OVER 90%

PITS AND THOSE THAT REALLY GRATE UNDER 50%



FINAL FANTASY 8	(PSX) 97%
SUPER MARIO 64 (PLAYERS)	(N64)97%
WIPEOUT 3	(PSX)94%
UNREAL TOURNAMENT	(PC)94%
POKEMON	(GBC)94%
GOLDENEYE (PLAYERS)	(N64)93%
SYSTEM SHOCK 2	(PC)93%
BANJO-KAZOOIE (PLAYERS)	(N64)92%
TONY HAWK'S PRO SKATER	(PSX)90%
DRIVER	(PC)90%

TRICK STYLE	(DC)87%
UEFA STRIKER	(DC)86%
ISS '99	(GBC)86%
HYBRID HEAVEN	(N64)82%
COOL BOARDERS BURN	(DC)81%
SINISTAR UNLEASHED	(PC)79%
PUCHI CARAT	(PSX)65%
TONIC TROUBLE	(N64)61%
TARZAN	(PSX)56%
LEGO RACERS	(PSX)44%

Pure Soul

Namco's razor-sharp **Soul Calibur** reviewed in full: **is this the greatest fighting game ever seen?**

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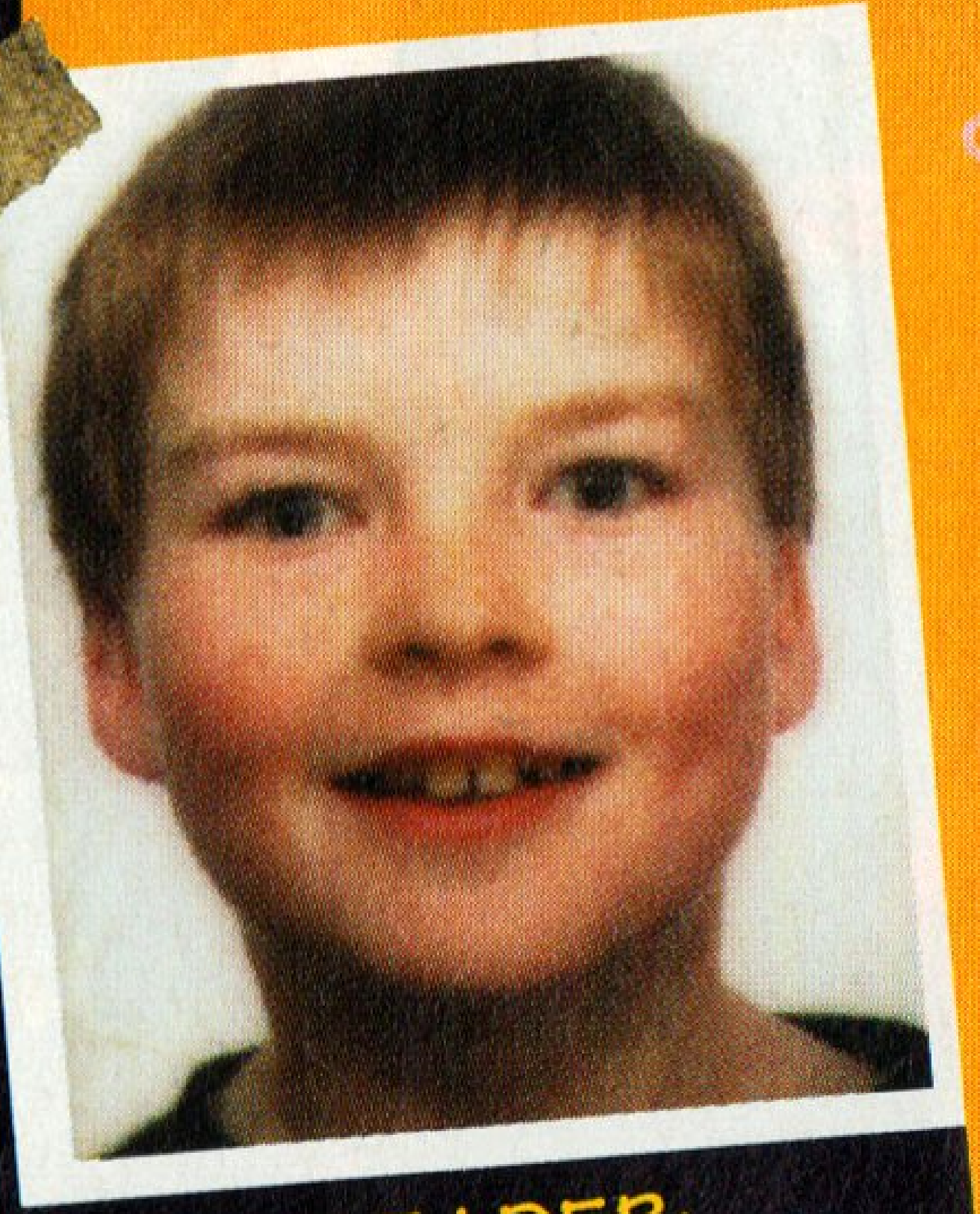
OUT NOW!
Hey, don't knock it. I can get Sky Sports 3 with this thing!

THE BIGGEST GAMES, THE BEST OPINIONS. HERE'S THE PLACE WHERE YOU, THE GM READERS, HAVE YOUR SAY ABOUT WHAT'S *OUT NOW*...

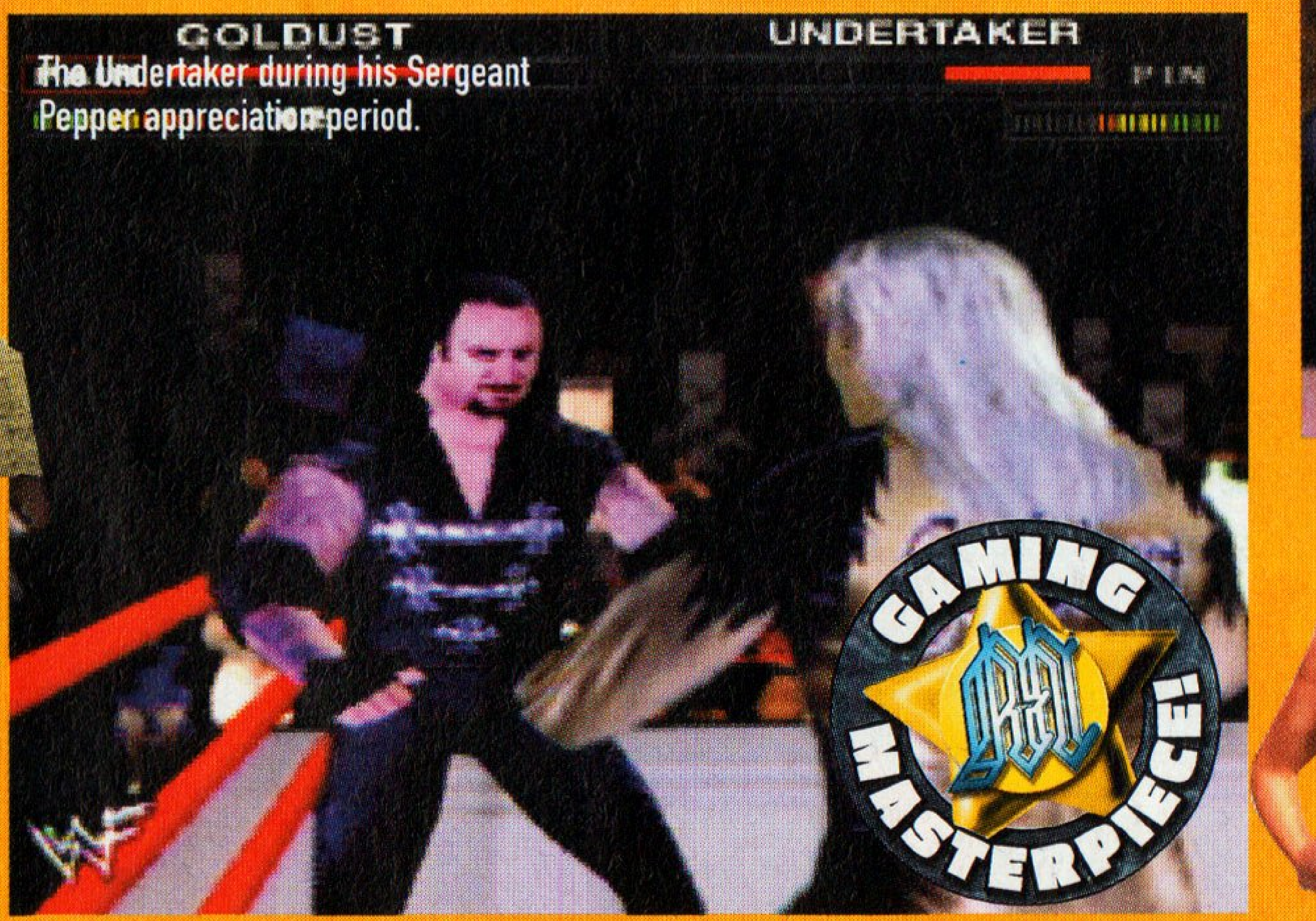
Anakin and Cloud go at it in an attempt to finally prove which is mightier – the Lightsabre or the Ultima Sword – while The Rock dons the stripy black and white tank top to referee. Roll up! Roll up! Ladeez and genitalmen, its time for the scrap of the month we call Out Now. i thank you...



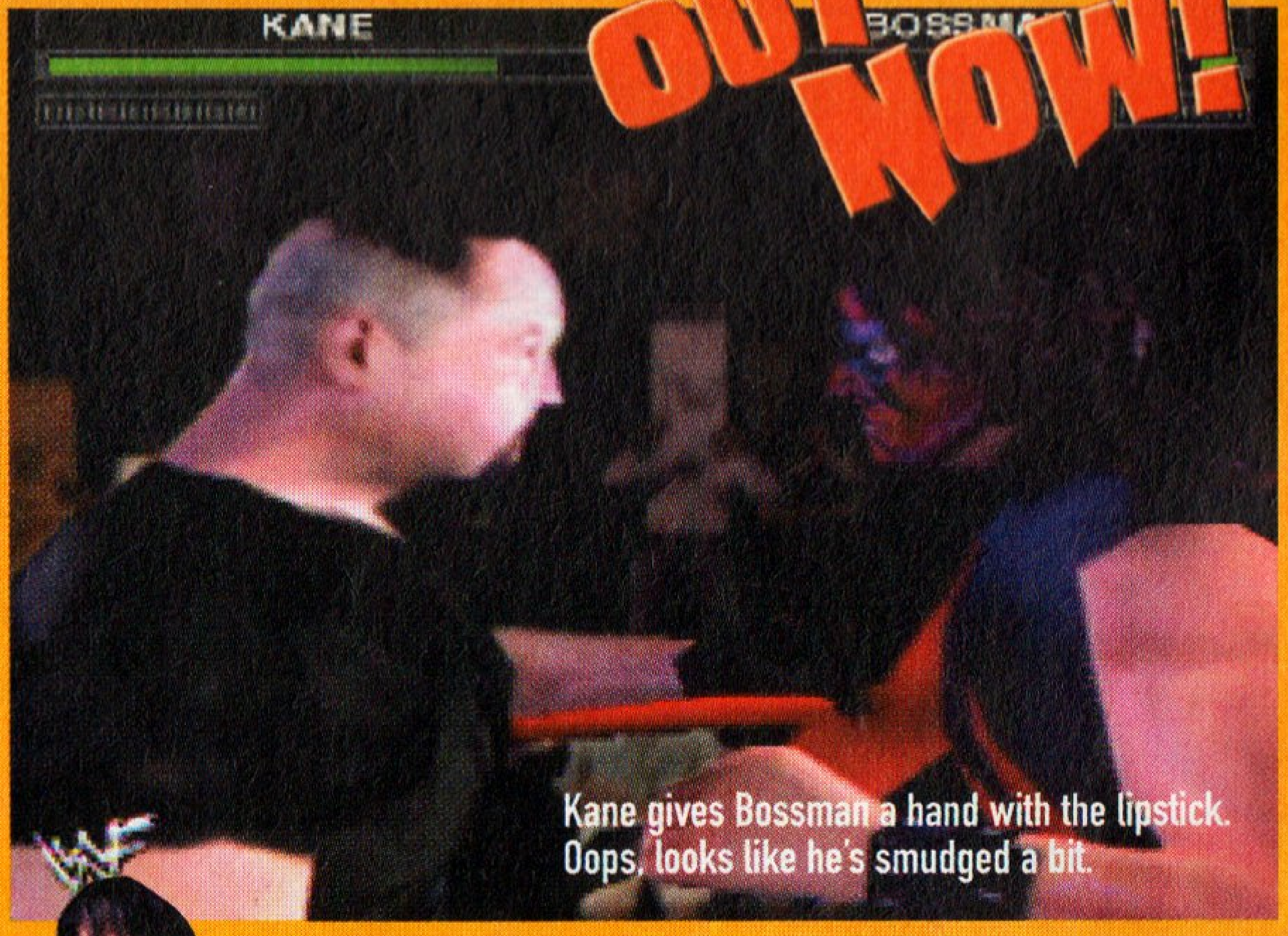
READER:
James Martin

WWF Attitude

FORMAT PlayStation | **PRICE:** £40 | **FROM:** ACCLAIM | **GM VERDICT** 94%



The Undertaker during his Sergeant Pepper appreciation period.



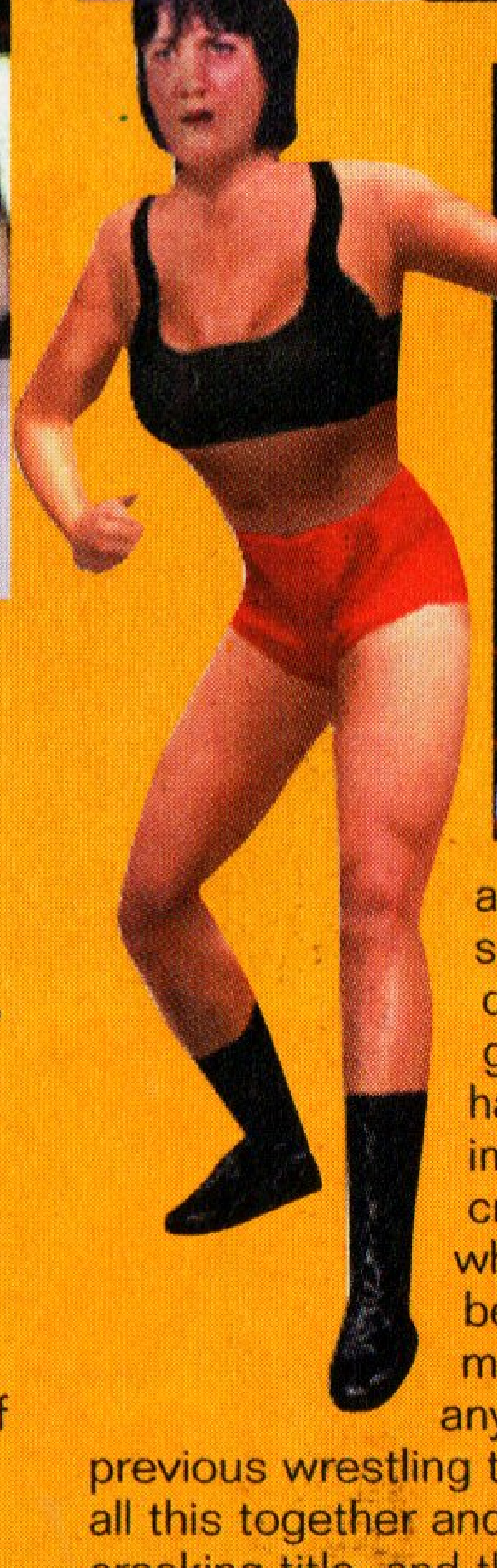
Kane gives Bossman a hand with the lipstick. Oops, looks like he's smudged a bit.

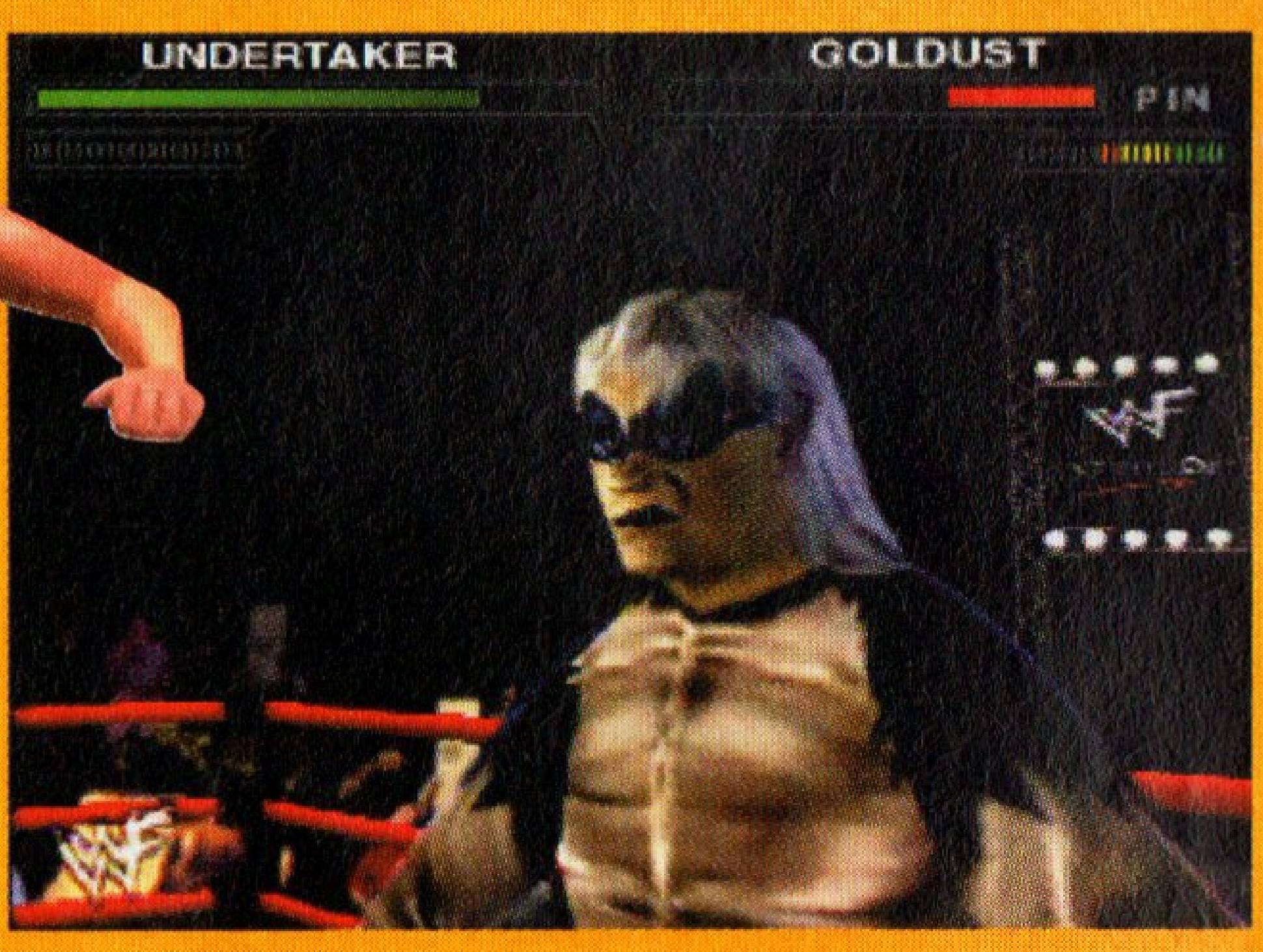
UNDERTAKER
GOLDUST

My little brother got a PlayStation for Christmas as well as a copy of *WWF Warzone*. Then, we got a copy of *WWF Attitude* as soon as it came out.

Now some people might think that these two games are the same. They'd be so wrong as in *Attitude* there is so much stuff to do. For example, in Pay-Per-View you can make up your own matches, rules, belts and even the style of the match (ie, Royal Rumble). There's a create a wrestler mode and you can also have normal matches, ones with weapons or even ones in the cage. You can play as girls as well and all their moves are just as good as those of the men. I reckon it's loads better than *Warzone* because of all the different game modes it has like Triple Threat, Lumberjack and Saviour. During a match the are tons of options you can choose from, including: I Quit, Two Out of Three Falls, First Blood, Hardcore, Steel Cage and Weapons matches. But the best is still to come. Now you can even get out of the ring and fight all the way up the isle to the locker room, and in Hardcore matches you can even go outside and into the car park!

There are a wider selection of people and matches in this game with characters like: The Godfather, Billy Gunn, Road Dogg, X-Pac, Droz The Edge and Bradshaw all making an appearance somewhere during the game. Acclaim have also improved the crowd effects which are loads better and much more active than any effort from previous wrestling titles. So, add all this together and you've got a cracking title, and that's the bottom line 'cause Stone Cold said so!



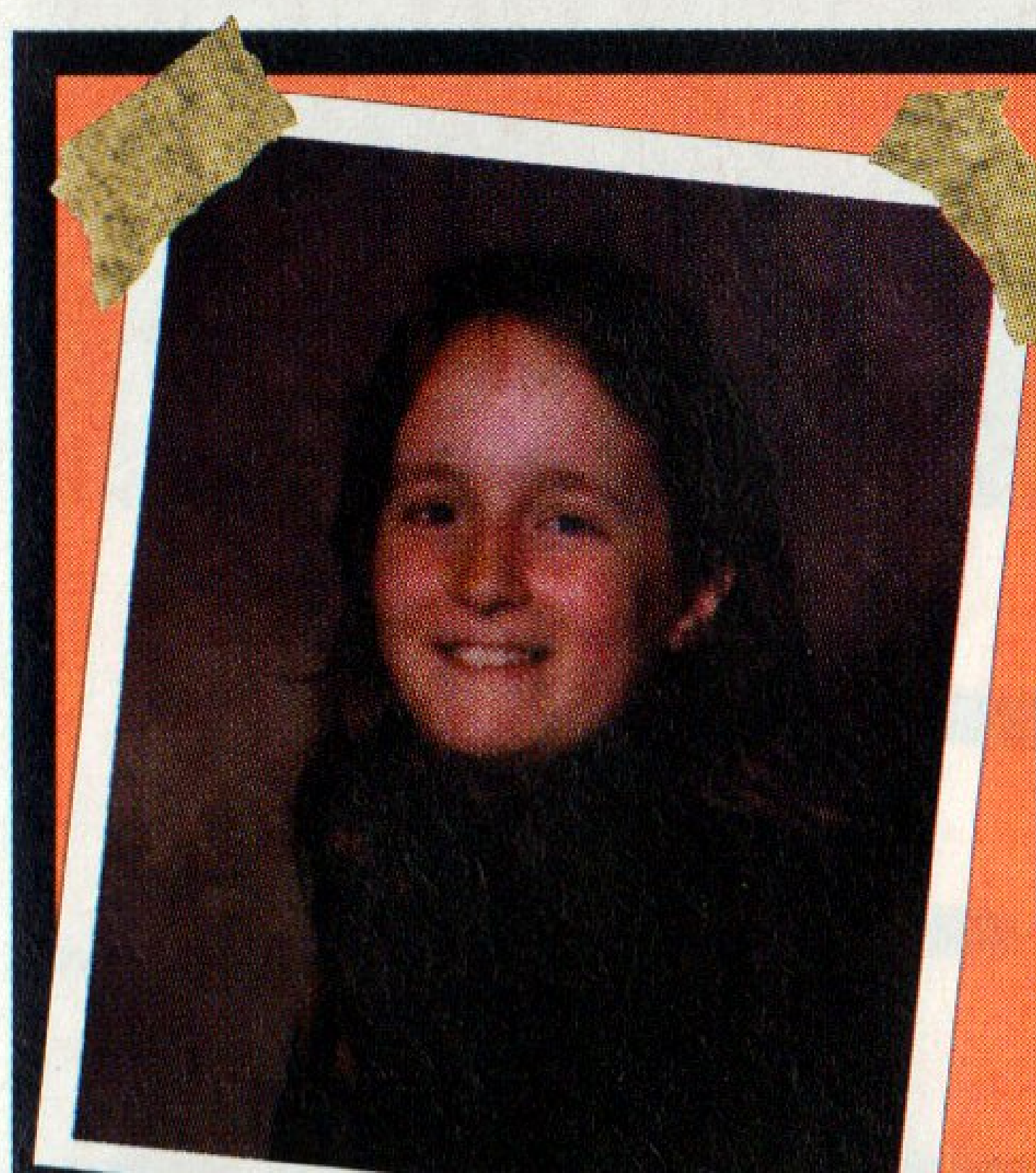


▲ Goldust, fed up with life in the ring, auditions for the sequel to *Soul Reaver*.

WHAT GamesMaster SAID:

“All the glitz and glamour of the real thing, with some solid gameplay and fun elements thrown in. Nothing missing here.”

Final Fantasy 7



READER:
Sarah Murphy

OUT NOW!

FORMAT PlayStation
PRICE: £20
FROM: SQUARE
GM VERDICT 96%

GAMING MASTERPIECE!

The ultimate game I've ever played on my PlayStation was *Final Fantasy 7*. But I know that not everybody's into RPGs but this is one game you just have to try.

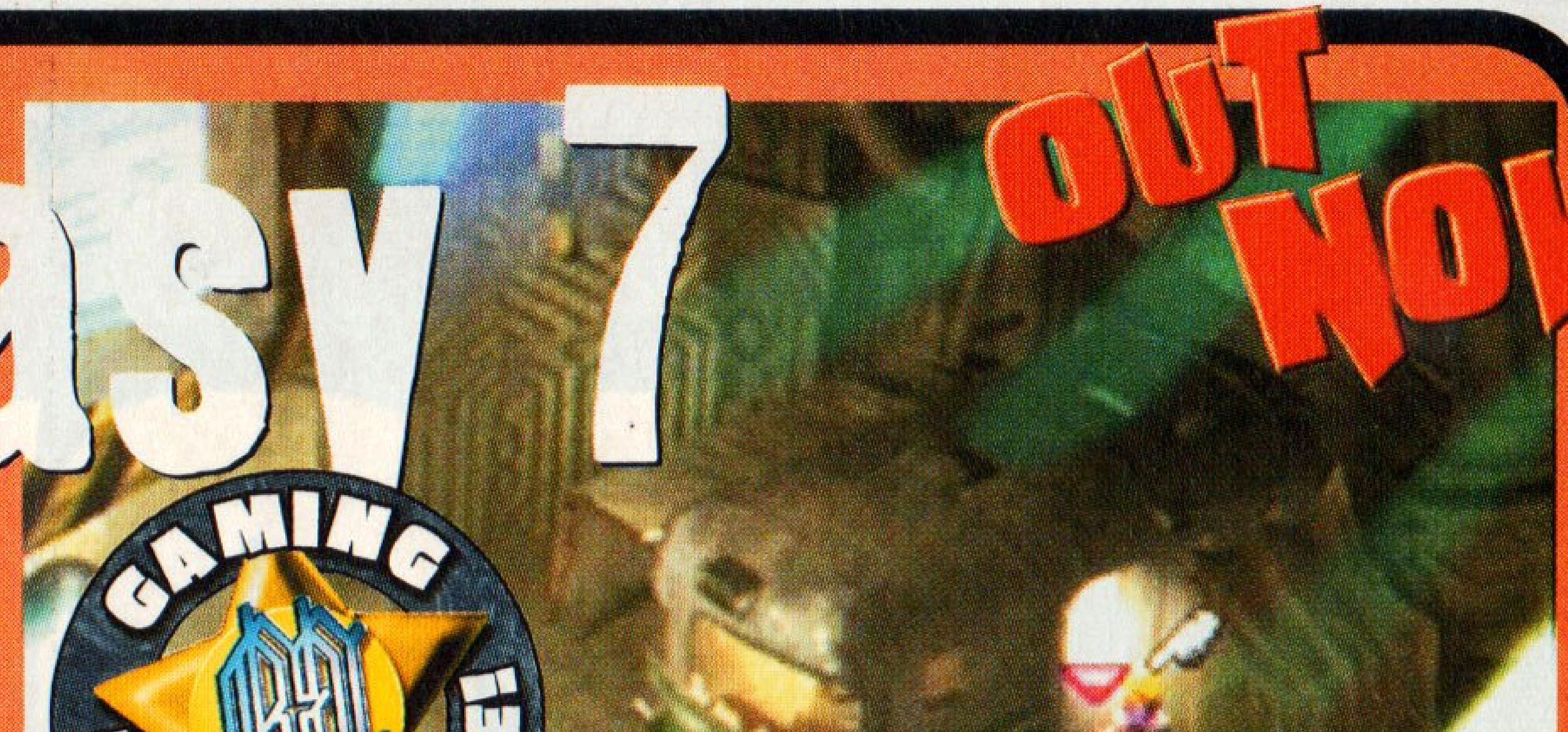
The first time I played the game all the way through I thought wow this is incredible! The graphics are amazing, the plot is brilliant and the cut-scenes are simply out of this world. The only annoying thing is the constant battles, although the spells are well cool – my favourite being the summon Phoenix elemental which looks amazing.

Another thing that is excellent about this title is its longevity. It took me 72 hours to complete, and that was without killing Ruby, Emerald and Ultimate Weapon.

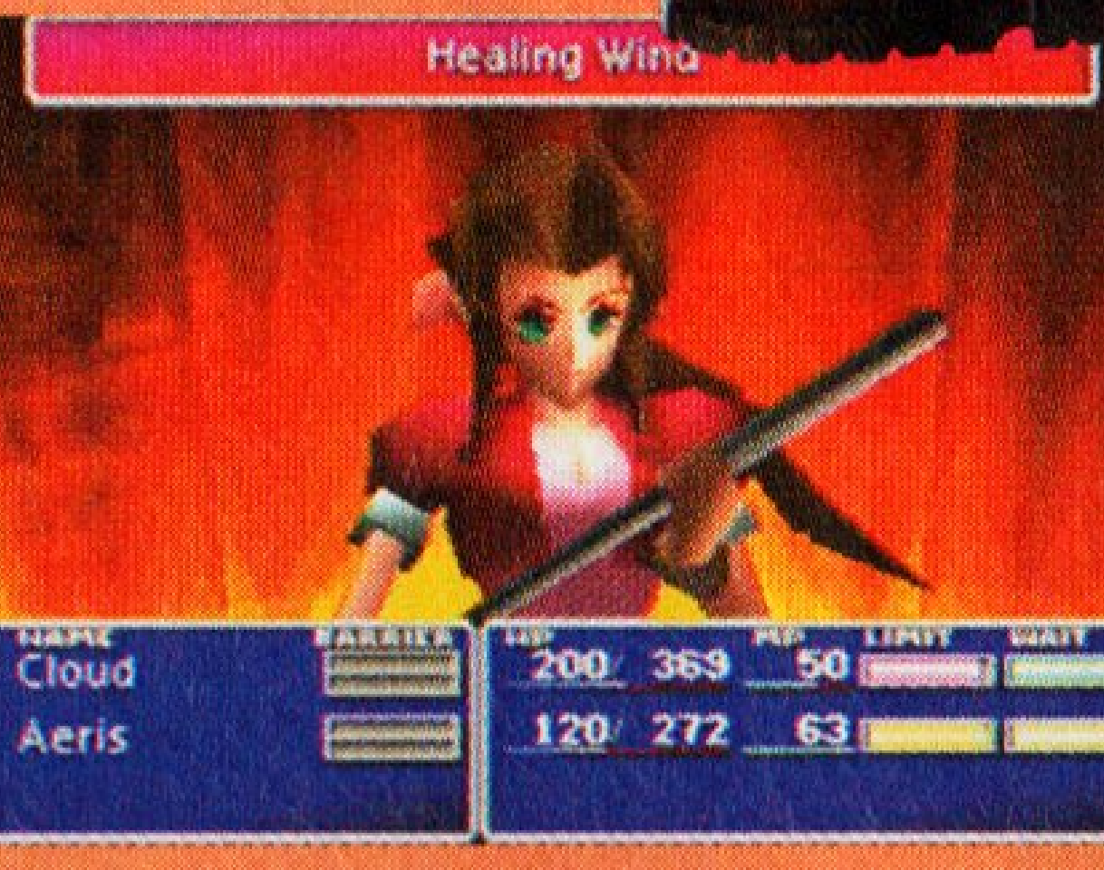
There are some sad bits too and you'll definitely need to grab your hanky at the end of disc 1.

The use of materia is another special bit of the game, and you having to get all the links just right to make things really work for your characters. It takes ages of fiddling before you get use to it but it's well worth it when you sort it out. If you have already got this game then I strongly advise that you play it again. If you haven't got it, grab a sword, spike your hair, develop some fat wrists and go out and buy it now, because if you don't you're missing out on one of the biggest games ever made!

▼The beautiful and innocent sorceress Aeris. She's lovely she is and a dab hand at healing your party after a nasty bit of scrappage.



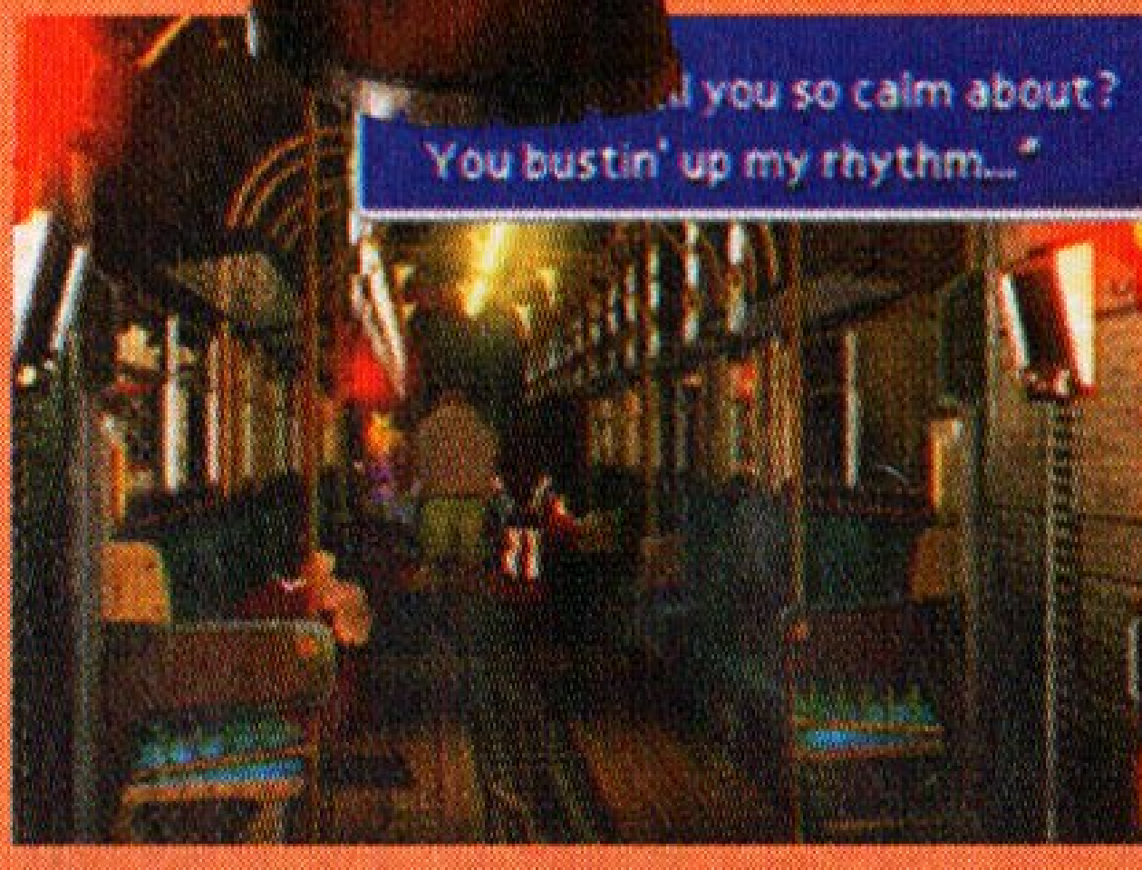
Midgard's shanty town offers a distraction from the plot.



Healing Wind

NAME	BARRIER	HP	MP	LIMIT	WAIT
Cloud		200/ 369	50		
Aeris		120/ 272	63		

▲Aeris lays her healing hands on the team during combat. Bless her.



…d you so calm about? You bustin' up my rhythm…"

▲The train journey to the upper level of the city takes absolutely ages.

WHAT GamesMaster SAID:

> “New surprises and brilliant graphics await you with every turn. Climb on board and enjoy the ride of your life.”

Star Wars: Episode One Racer

READER:
Matt Aitken

OUT NOW!

FORMAT PC
PRICE: £40
FROM: LUCASARTS
GM VERDICT 88%

My favourite PC game at the moment is taken from the best sequence of the brilliant new film Star Wars: Phantom Menace. I believe it to be the best future racer about.

Admittedly it doesn't have weapons (unless you count the evil Sebulba) or a two-player mode, but it makes up for that in sheer speed and track design.

In the beginning you have 400 Truguts (Tattooine currency), the chance to pick between seven pod racers and a start in the amateur class. After you've won a race you can spend your winnings (up to 2200 Truguts) at Watto's junkstore. You can also buy pit droids to repair your racer after ramming it into a canyon wall at 700mph. Ouch!

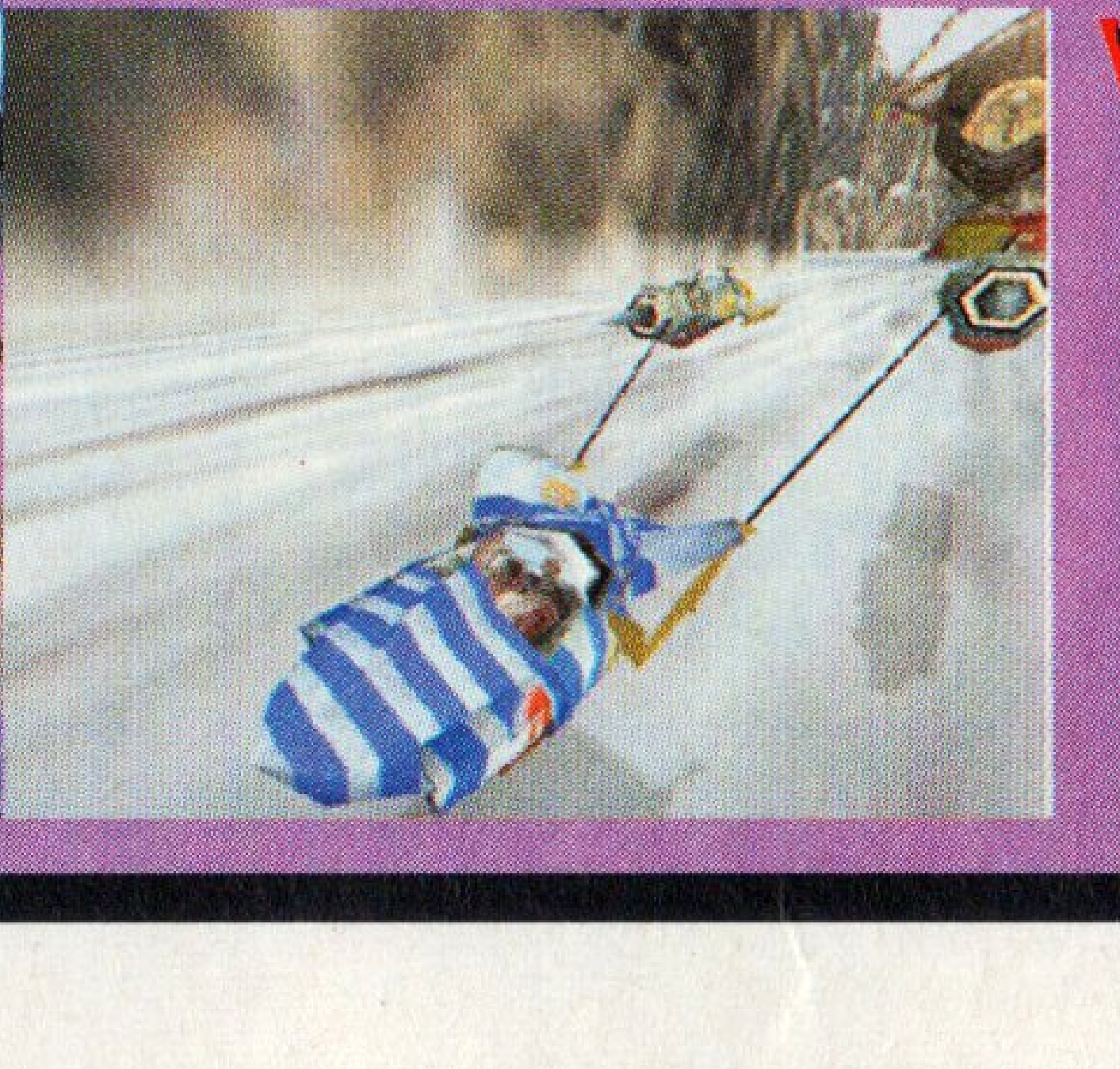
Once you have upgraded your pod it can reach over 800mph which is the coolest thing ever. All this speed and split-second decisions make your adrenaline levels rocket completely off the scale!

The scenery also adds to the fun as you can use it tactically. For example, when Sebulba draws alongside you during a race, you can destroy his pod by crushing it into a big rock or the wall of the canyon. But the thing I like best about this game is that it takes you absolutely ages to find all the hidden pilots available. So, in my opinion *Star Wars: Episode One Racer* rules the PC racing game roost and is a must buy title.

▲Your field generators crank the velocity up to a frightening level.

Anakin dons the cosmic colander and Deidre Barlow specs of power.

▼Its a story of boy meets pod, pod meets wall, boy's droids take him to hospital.



WHAT GamesMaster SAID:

> “A blinding game that'll rip the skin off your face. It's fast, exhilarating, exciting and you don't need the Force to play.”

HAVE YOUR SAY!

What about you having your say as well? What we want is the following: 200-250 words on your favourite game. Or maybe one you really hate. And hey, we'd love to hear from a wide range of platform owners. Also we don't want a review with a score, just reasons why you love/hate the game, where it could be improved and why other gamers should be playing it… And remember there's pads, memory cards and all sorts of goodies for every review we print. So send your words and a photo to us at:

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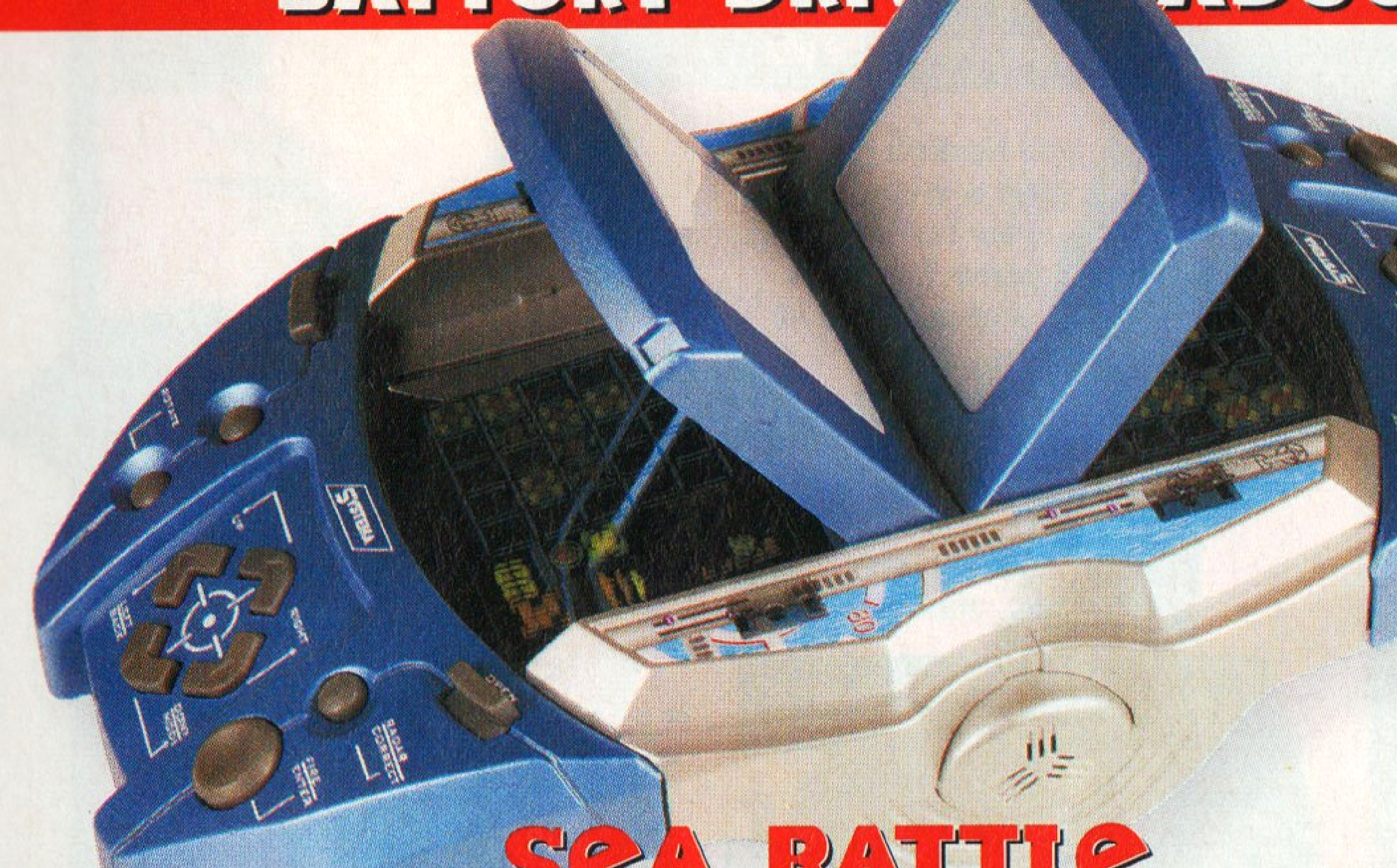


SEA BATTLE

This doesn't, as you may initially suspect, actually entail you having to do battle against the sea. Instead it's yet another version of Battleships. The US government uses these to train their navy, you know.
Price £19.99 • Available from Systema • Call 01189 451 522

WACKY WIGGLE PEN

Let's face it, writing with a Bic biro is just so… passé. Which is where the Wacky Wiggler comes in. Stick in an AA and it, er, wiggles. Also doubles as a portable food mixer.
Price £3.49 • Available from Kids International • Call 01344 762 329

SOCK 'EM BOPPERS

There's comes a point when a man just can't take it anymore. See Michael Douglas in Falling Down, Robert DeNiro in Taxi Driver or Jonnie on deadline. Which is when the Sock 'Em Boppers come in handy. "More fun than a pillow fight!" goes the blurb. "But not as much fun as bare knuckle fighting naked in a barn!" we say.
Price £6.99 a pair • Available from Kids International • Call 01344 762 329

MO-BOARD

"Simply charge it up and off you go!" quoth Ollie, our resident gadgets expert. "It can reach a top speed of around 20mph and is ideal for attracting the attention of ladies." Unfortunately for our hapless writer, he also managed to attract the attention of the boys in blue after he was caught overtaking a Reliant Robin on a blind bend, and has since had to fax in all his reviews from a Turkish prison.
Price £669 • Available from Bluecol • Call 0800 317 951

POCKET POKER

If you don't have enough mates, or enough cash, to be able to play proper Poker, those folk at Radica have come up with this ingenious answer. Indeed, Pocket Poker was an office favourite until Dave lost it in a wager on a high-risk game of Snap. The duffus.
Price £5.99 • Available from Radica • Call 01225 464 914

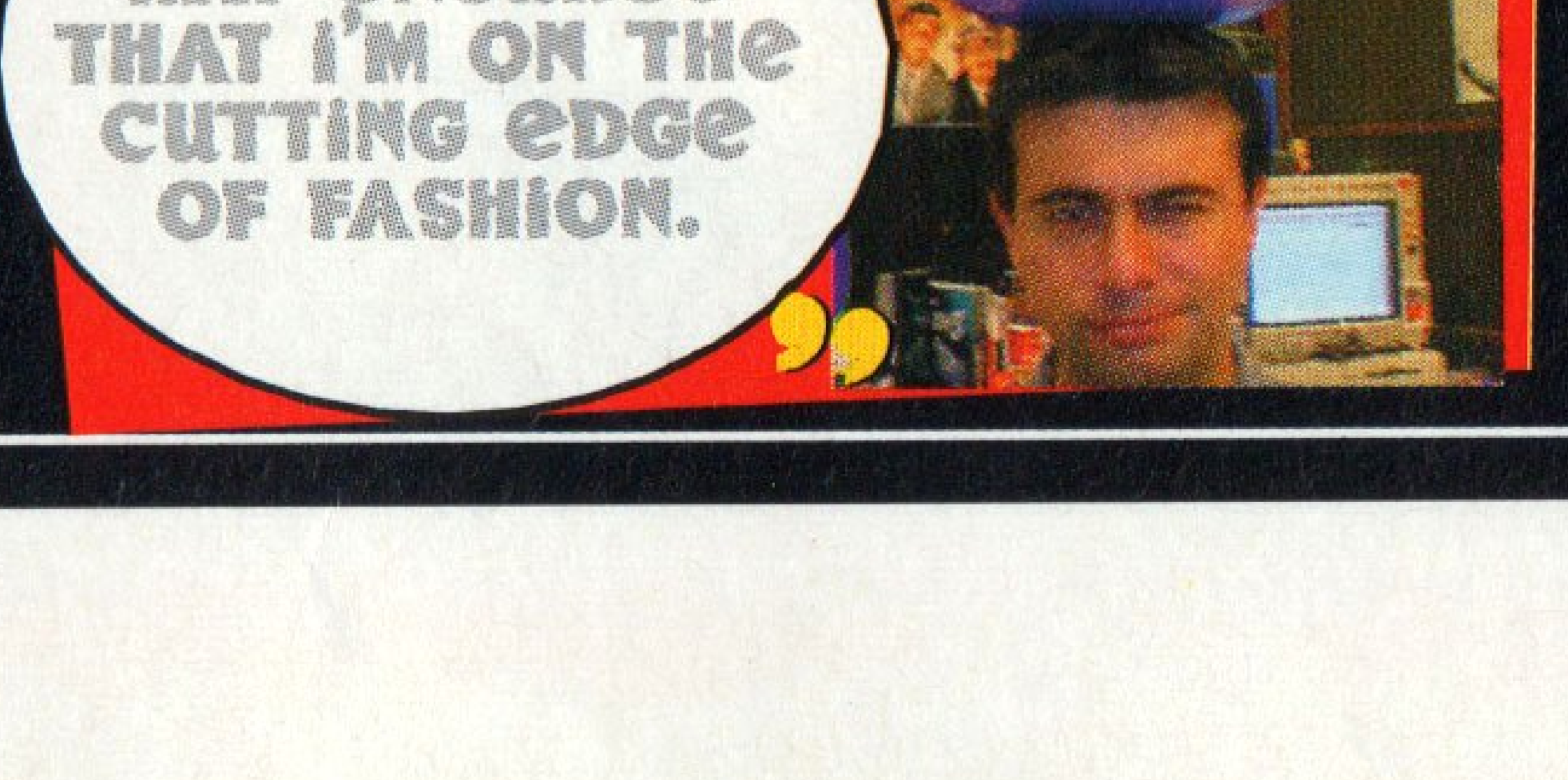
WIN!

All you have to do is tell us how many wheels it has: (a) 2, (b) 32 or (c) 723. Send your answers to Gimme Some Mo, GamesMaster, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Simple pimple!

POWERED UP!

The gates burst open and we leapt at the track. Ollie kicking up dirt on the Mo-Board, Dave clinging to Spidey's back, Les peddling for all his worth and Jonnie bringing up the rear on Wiggle Pen. Weirdo…

Dan Says:


"MY BLOW-UP HAT ENSURES THAT I'M ON THE CUTTING EDGE OF FASHION."

Ollie Rants:

"WHAT DO YOU MEAN THERE'S NO VALET PARKING IN HERE?!"

THUNDER BOAT

Nothing, unfortunately, to do with the bowel-smashing Hulk Hogan vehicle Thunder in Paradise. Anyway, stick the Thunder Boat in some water, switch it on and it goes forward. And it propels water out the back too. For some reason it says 'Class Unlimited' on the side. Still, way better than 'Two Unlimited'.

Price £3.99 • Available from Lanard • Call 01225 464 914

Sod that wall climbing lark. I'm off!
SPIDER-MAN

SPIDERMAN BATTLE CYCLE

Compared to the likes of Superman and Batman, Spiderman always seemed to be something of a second-rate superhero. Anyway, his Battle Cycle spins round madly as if it's possessed by the Devil and uses human blood for fuel.

Price £6.99 • Available from Playmates • Call 0116 282 3500

RENAULT MÉGANE

It's important to point out that it's *not a real car* but a massively scaled-down battery-operated version. If only former art ed Master Chris Bates was still around we'd have someone to fit in it.

Price £149 • Available from Famosa• Call 0115 977 0822

NINTENDO 64 KEYCHAIN

You can tell a lot about a person by their keyring. Jonnie, for instance, carries an 8-ball on the end of his, while Dan's has got an entire 'lucky' rabbit's foot attached to the end of it. Dave, meanwhile, carries this N64 keyring, proving that he really will steal anything if it's not nailed down.

Price £2.99 • Available from Fire International• Call 01302 325 225

CYBER GUN

You can't buy much for £2.50 these days. Heck, we remember when you could buy Speccy games from your local newsagent for a mere £1.99. Now you have to make do with things like this Cyber Gun. The 'cyber' aspect had not be revealed at time of going to press.

Price £2.50 • Available from Playmakers • Call 01723 581 888

Graham Says:
"My Spidey sense is tingling – probably because of this toy stuck in my eye."

Claire Says:
"I've come up with this really cool concept for next month's cover. Cool!"

SPACE INVADERS/ XTREME RACING

The seemingly never-ending trend for retro 'classics' continues with Activision's ill-advised PlayStation version of *Space Invaders*. But it won't be able to better this desk-top version. It's a revelation in the world of Liquid Crystal Display technology! Oh yes, these '80s classics are now available in colour! Hurr and, indeed, ah!

Price £12.99/£14.99 • Available from Systema • Call 01189 451 522

GRIP CHIMP

GAMING HARDWARE TESTED TO THE MAX

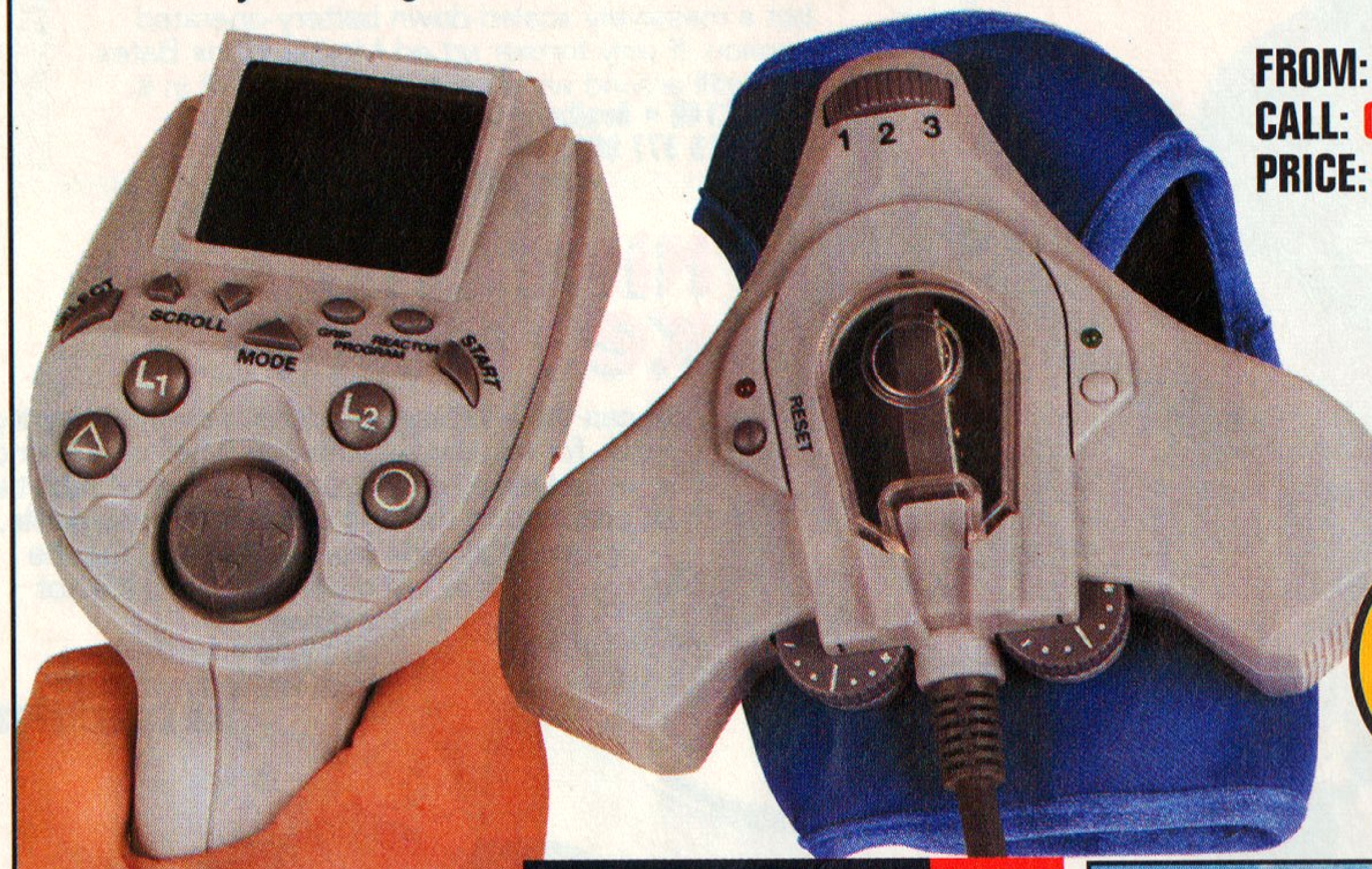
With bowel loosening beats blaring out of the chimp's PC, monkey boy's gone all disco this month, sweeping away his straw and asking if he can have techni-coloured boogie wonder floor installed. Oh boy, oh boy...

EVOLUTION CONTROL SYSTEM

PLAYSTATION

The latest G-Force Tilt technology has been fitted into a fingerless glove. Now you're able to tilt your hand instead of using a joypad. Apparently this allows you "... to concentrate on the game and not which button to press". But just how much concentration do they think it takes to hit a direction on a D-pad?

The whole point of joypads is that they enable you to play the games. They are a means to an end. So when a pad becomes a challenge in itself, it's missing the point. It's designed to bring you closer to the gameplay but instead it's you vs the joypad as you waft you hand round like a camp Nazi. To use this effectively have to re-educate yourself in game control. Is it worth it? Yes. And by yes, I mean no.



FROM: GAMESTER
CALL: 01992 503 133
PRICE: £49.99

SCORE 27%

ON TEST... V-RALLY

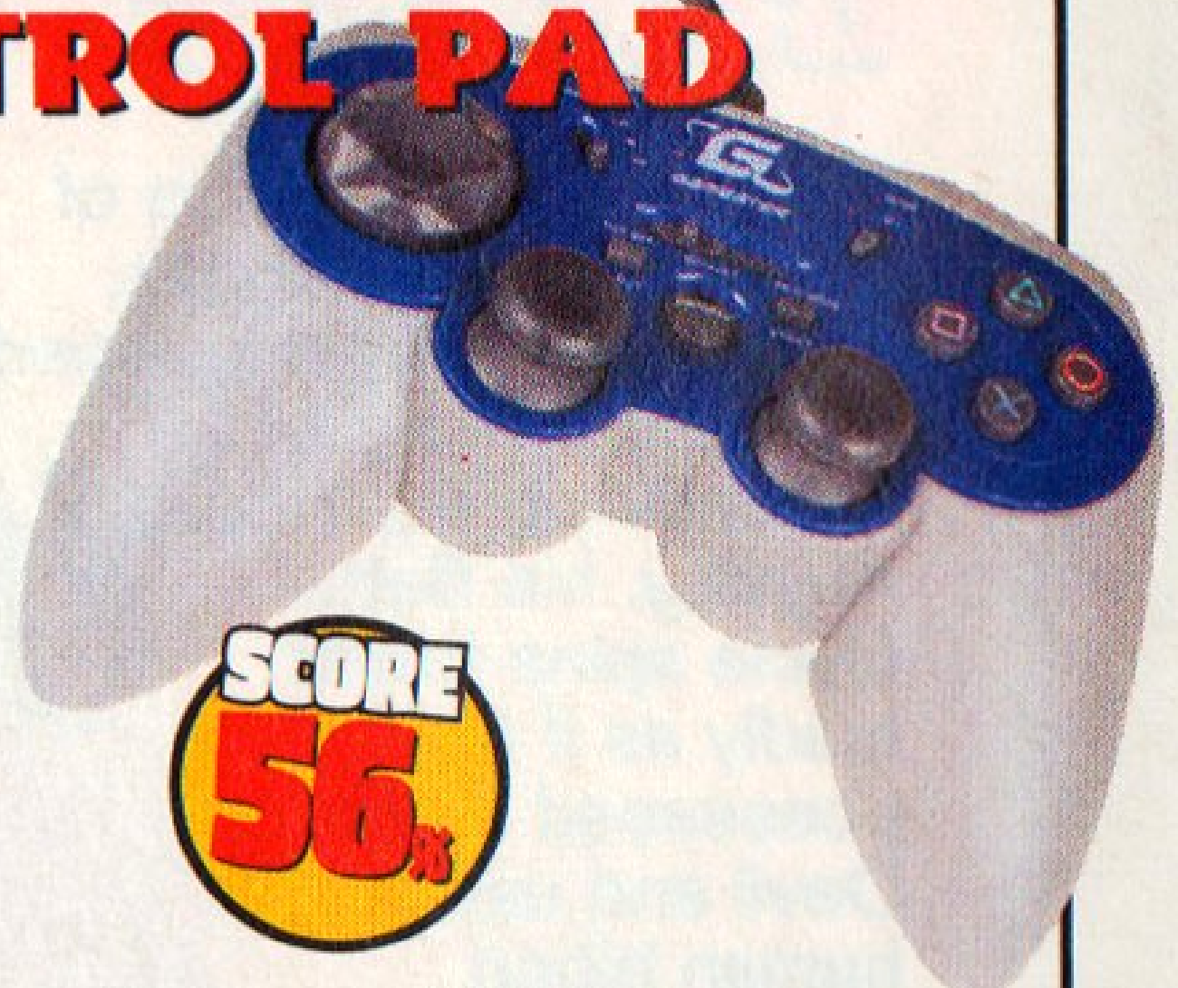
BEST
STAGE
LAP
TIME
POS
3

It does steer the car, but you're never going to compete with anyone. You hold your aching arm out as though you're using the Force, while the bones in your hand are rattled to a fine powder by the Dual Shock. Useless. You could massage your arse with it I suppose.

AND THE REST...

EVOLUTION CONTROL PAD

PLAYSTATION



If you fancy trying out G-Tilt technology, rather then getting the strange mitten thing you'd be better off getting this. When you get completely hacked off by waving your pad in the air you can use it in a conventional manner fortunately.

FROM: GAMESTER
CALL: 01992 503 133
PRICE: £29.99

SCORE 56%

MULTI-STICK 8 IN 1

PLAYSTATION

SONY
PlayStation
SELECT
START

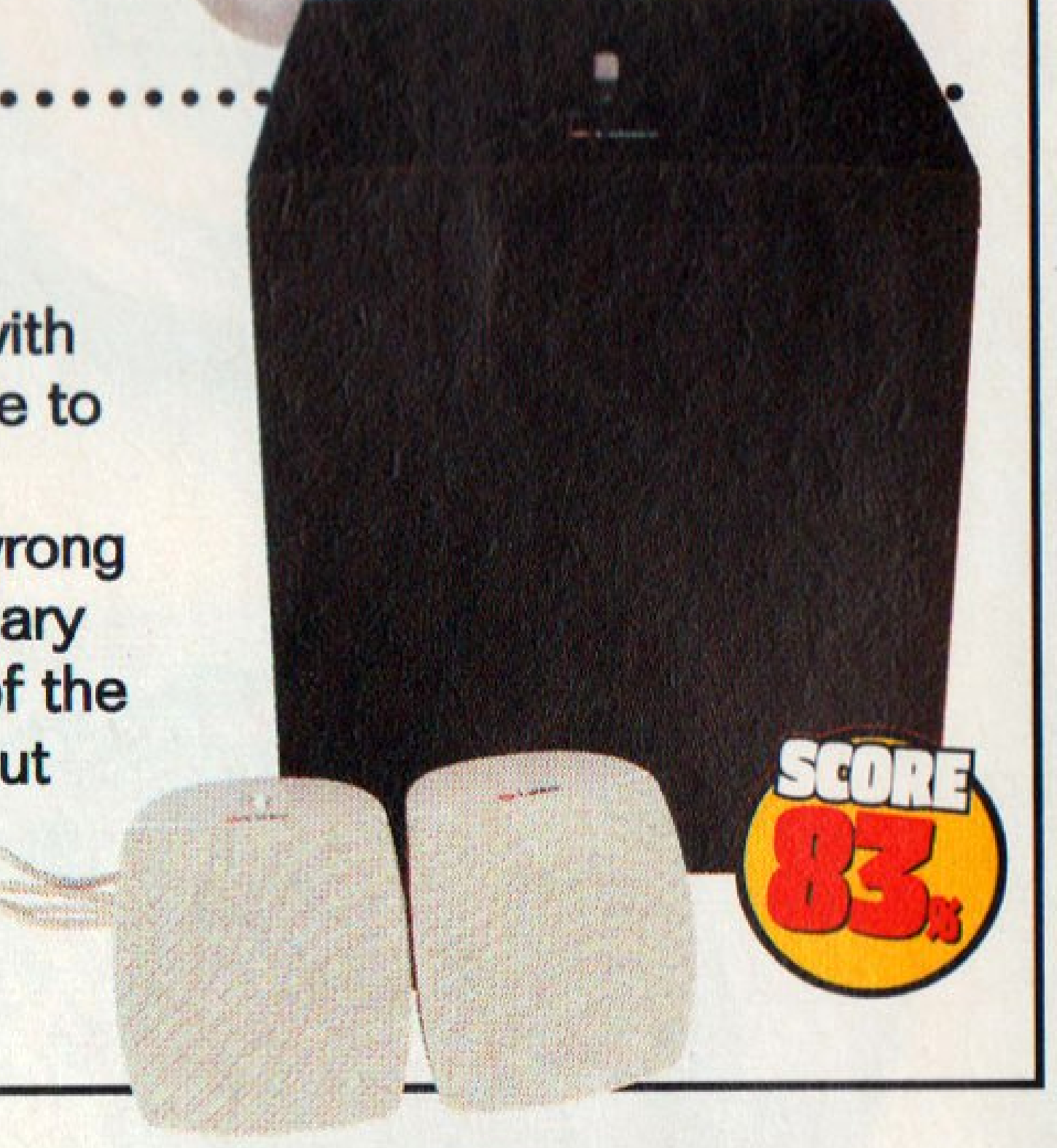
What look like random pieces of plastic are actually cunningly designed random pieces of plastic that transform your D-pad into a joystick. Try the eight different combinations and then ask yourself "Why have spent a fiver on this?"

FROM: PELICAN
CALL: 0113 230 6305
PRICE: £4.99

SCORE 55%

LCS – 2414

PC



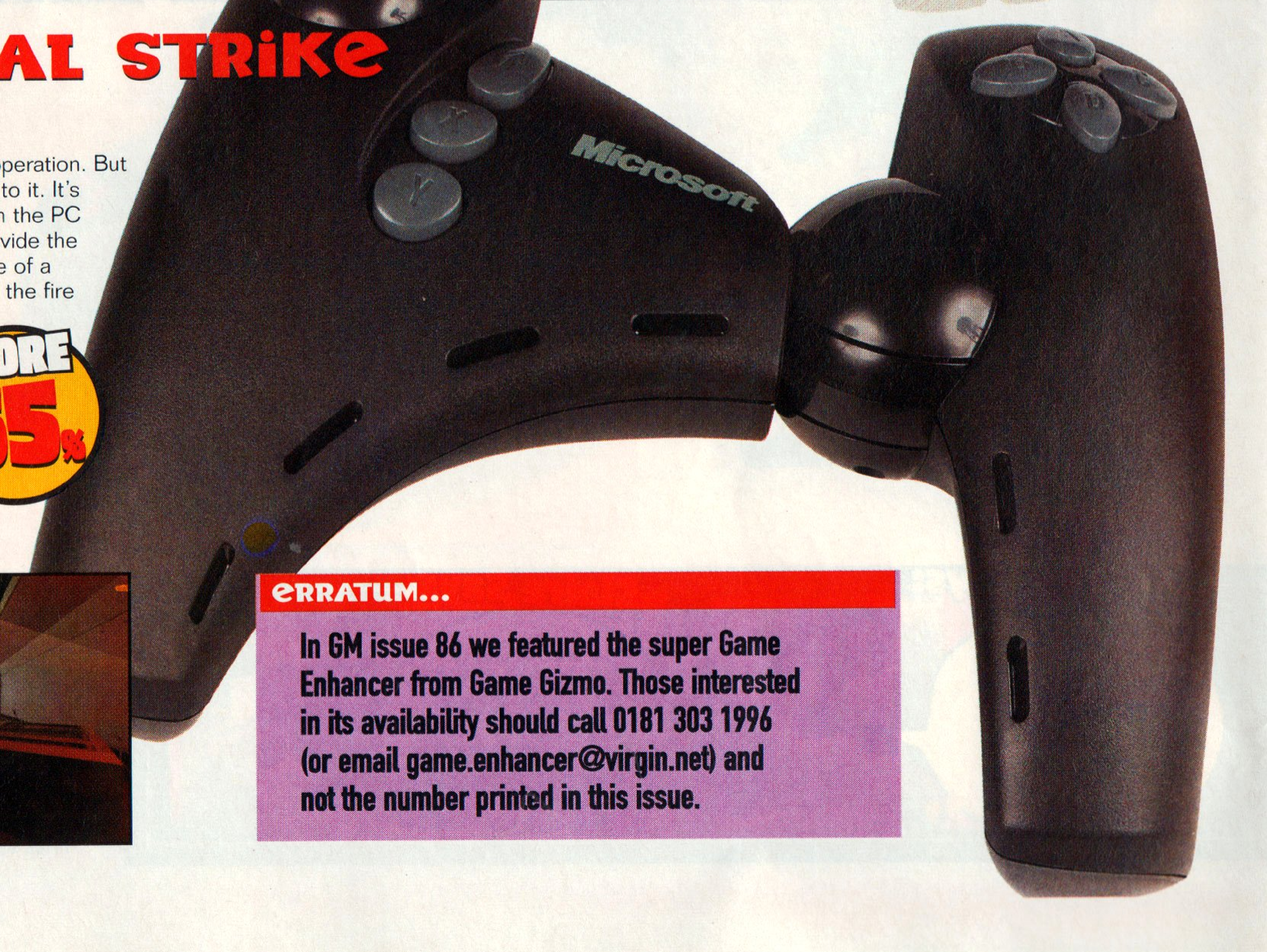
While many PC's come equipped with speakers you may fancy an upgrade to make the most of those sonic PC adventures. And you can't go far wrong with this pair which has the necessary oomph to shatter teeth, courtesy of the gang at Labtec – the people who put the 'woof' in 'subwoofer'.

FROM: LABTEC
CALL: 01252 629 900
PRICE: £49.99

SCORE 83%

SIDEWINDER DUAL STRIKE

PC

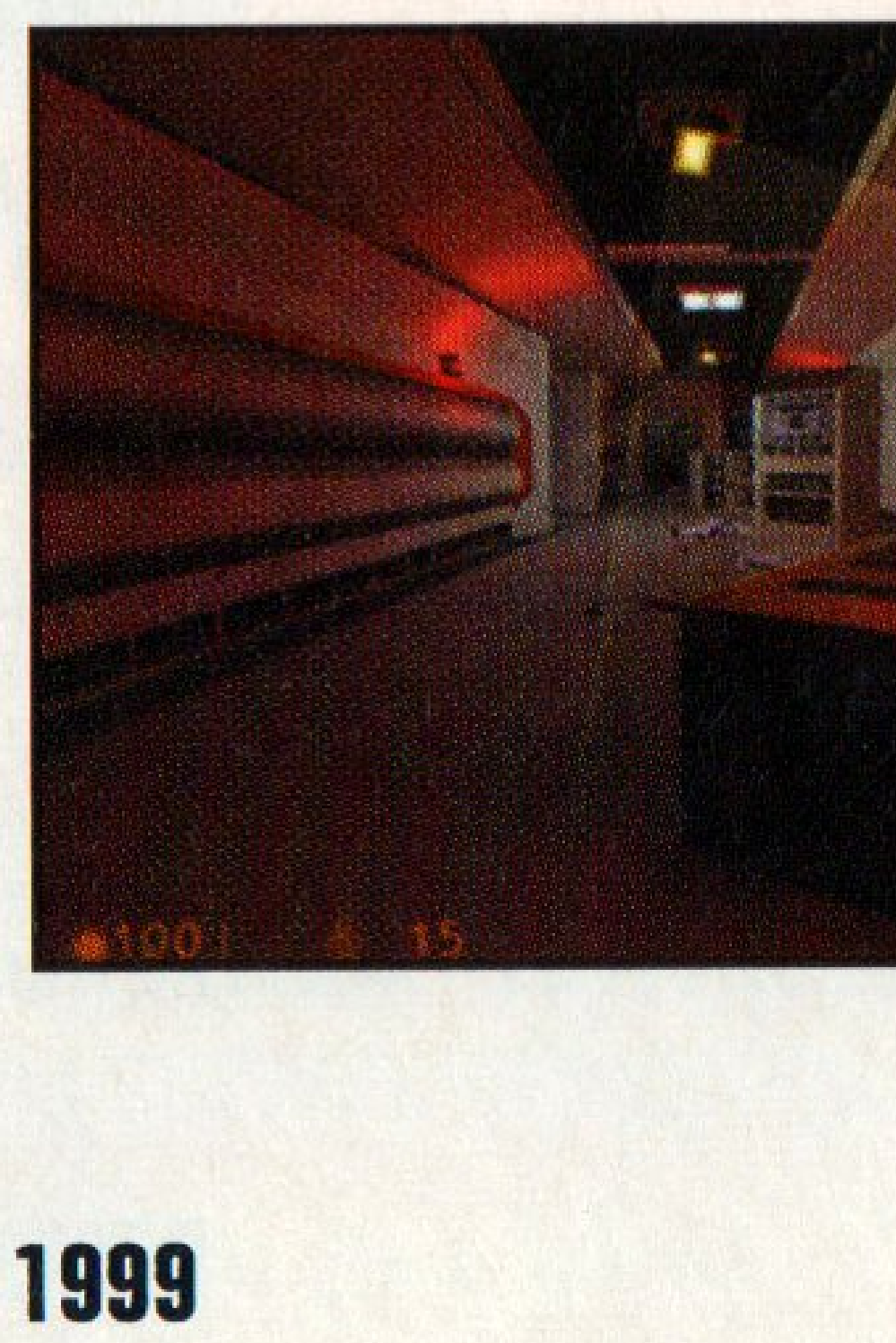


You may think that this is a bit left over from your Gran's hip operation. But you'd be foolishly overlooking the fact it's got a wire attached to it. It's actually the latest joypad from Microsoft that's compatible with the PC staple diet – the first-person shoot-em-up. It's designed to provide the accuracy of the mouse and keyboard but with the convenience of a joypad. The right-hand side controls all the running stuff, while the fire buttons on on the shoulders and the weird twisty ball and socket on the left is the mouse bit. This is aimed at the casual gamer not learned in the ways of PC gaming – the casual gamer who has £50 to spare that is. Innovative, but not actually 'better'.

FROM: MICROSOFT
CALL: 0800 610 0100
PRICE: £49.99

SCORE 65%

ON TEST... HALF-LIFE



It does work and it does offer a greater flexibility of posture. It is, however, pretty tricky to master. By the time 'casual gamers' have managed to familiarise themselves with SideWinder they could have mastered the mouse and keyboard combo that have served us so well in he past.

ERRATUM...

In GM issue 86 we featured the super Game Enhancer from Game Gizmo. Those interested in its availability should call 0181 303 1996 (or email game.enhancer@virgin.net) and not the number printed in this issue.

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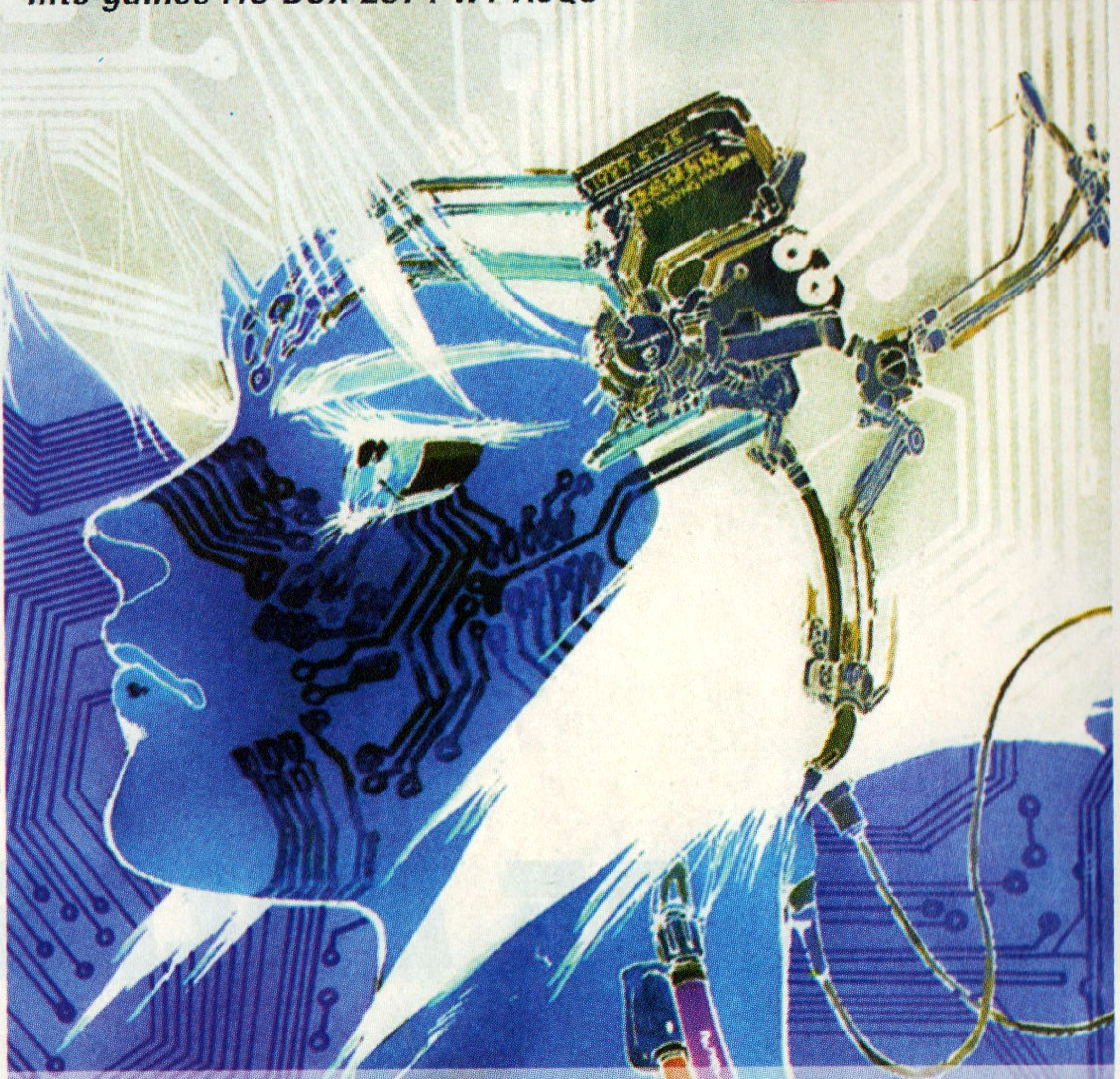

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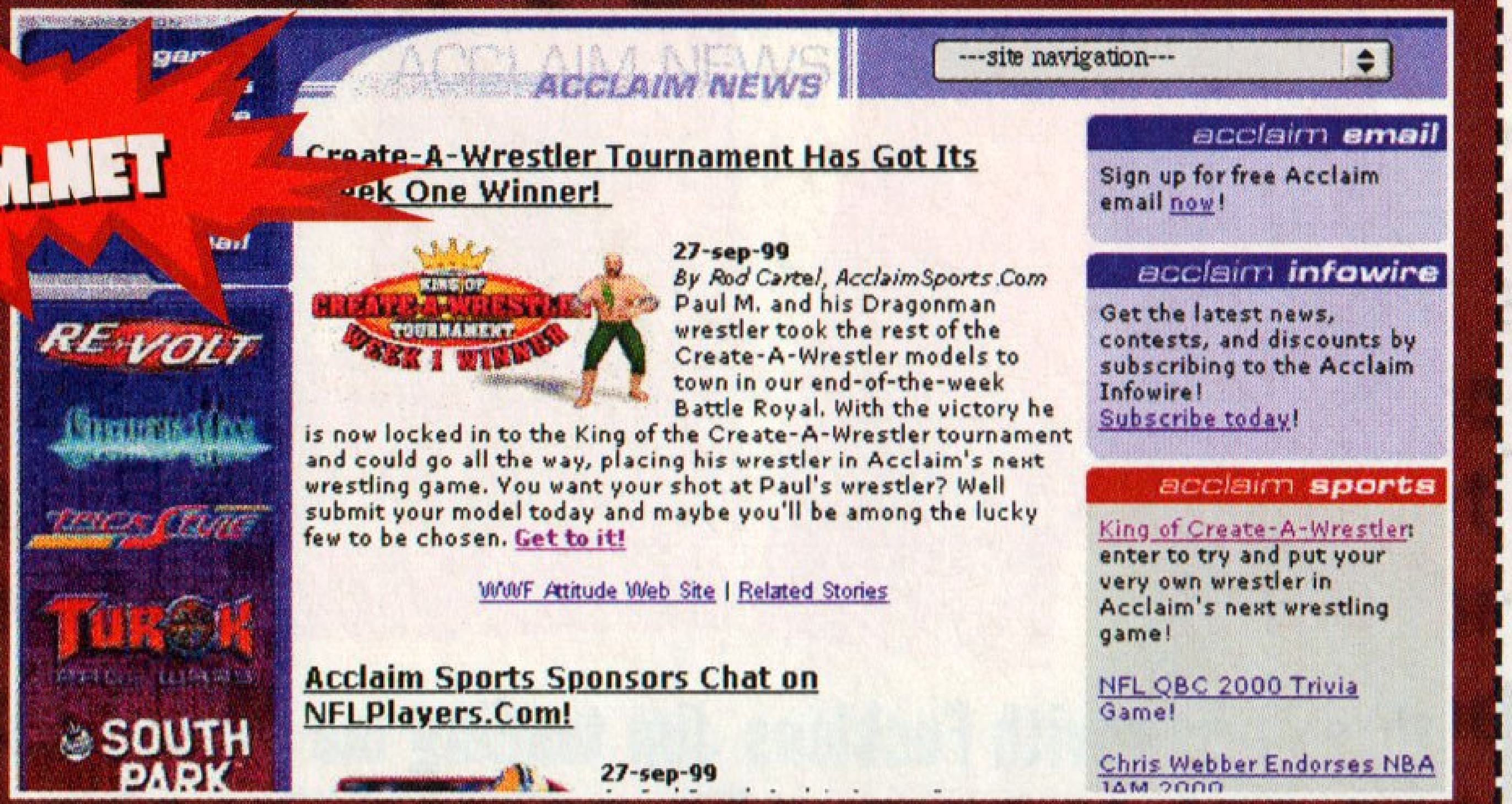

Create-A-Wrestler Tournament Has Got Its Week One Winner!

KING OF CREATE-A-WRESTLER TOURNAMENT WEEK 1 WINNER

27-sep-99
By Rod Cartel, AcclaimSports.Com
Paul M. and his Dragonman wrestler took the rest of the Create-A-Wrestler models to town in our end-of-the-week Battle Royal. With the victory he is now locked in to the King of the Create-A-Wrestler tournament and could go all the way, placing his wrestler in Acclaim's next wrestling game. You want your shot at Paul's wrestler? Well submit your model today and maybe you'll be among the lucky few to be chosen. Get to it!

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King of Create-A-Wrestler: enter to try and put your very own wrestler in Acclaim's next wrestling game!

NFL QBC 2000 Trivia Game!

Chris Webber Endorses NBA JAM 2000

What's it about?

Those Acclaim folk, developers and publishers of games for the PlayStation, Nintendo 64, Dreamcast, Game Boy, PC… well, everything really. And you can't argue with the people who are behind Bust-A-Move now, can you?

What's on there?

An absolute of wealth of stuff on all things Acclaim: demos, press releases, updates, screenshots, company background, interviews with developers, downloadable MP3 sound files…

What's it like?

The info on each of their games is superb, with most titles having their own individual websites. So if you're after a sneaky look-see at forthcoming titles such as *South Park Rally*, *Armorines*, *Chef's Luv Shack*, *Trick Style* and *Rage Wars*, then this is where it's at! It doesn't rival Nintendo's site as hosting the best 'official' games pages on the web, but it's up there.

Best bit?

The Create-a-Wrestler tournament. Send in your best creation and, each week, all the entries have a big old Battle Royal. The eventual tournament winner will be featured in Acclaim's next grappling game. Smart. But is it the ultimate in outsider art or just something to do while you're waiting for Neighbours to start? You decide.

Worst bit?

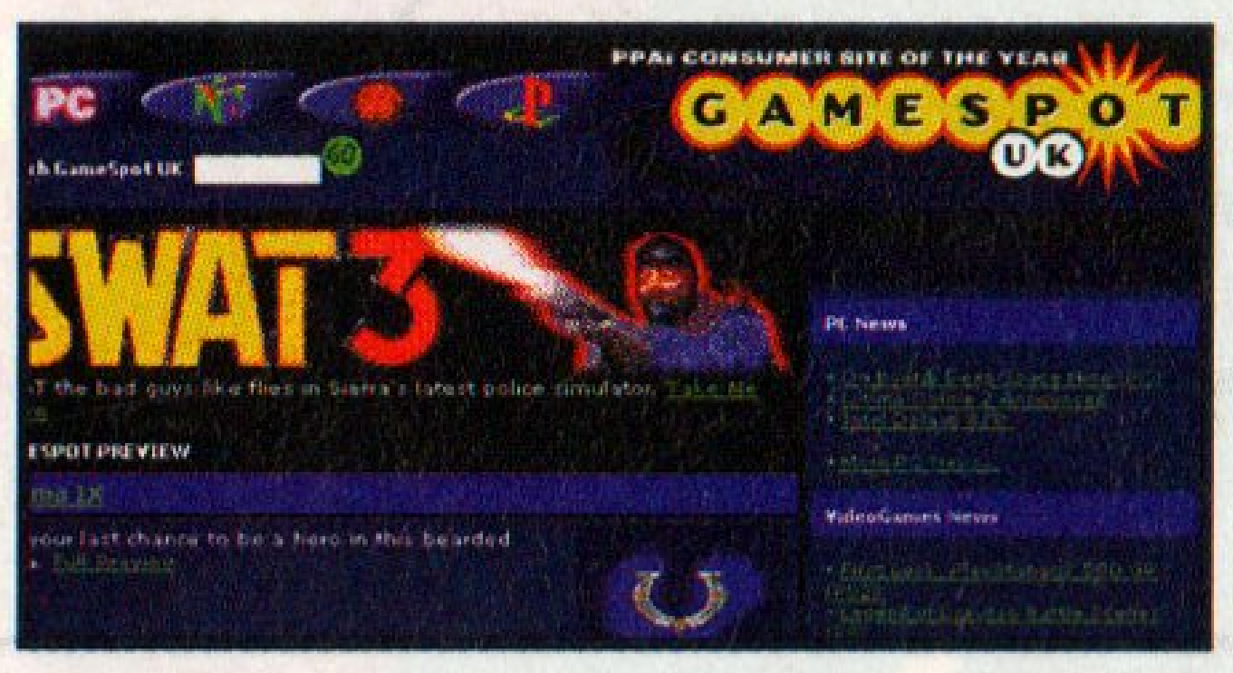
As is so often the case with publishers' web sites, there's a huge gaping hole where there ought to be a nice juicy hints 'n' tips section. The *WWF Attitude* hints section, for instance, simply guides you towards the (somewhat unreliable) official Acclaim strategy handbook.

Typical Quote

"Race high above futuristic cityscapes on state-of-the-art hoverboards. *Trick Style* also features an exceptional physics engine. Accurate collision spheres allow for true character interaction and stunt based racing. The game's node-based track design allows for multiple routes for each of the courses, enhancing replay value."

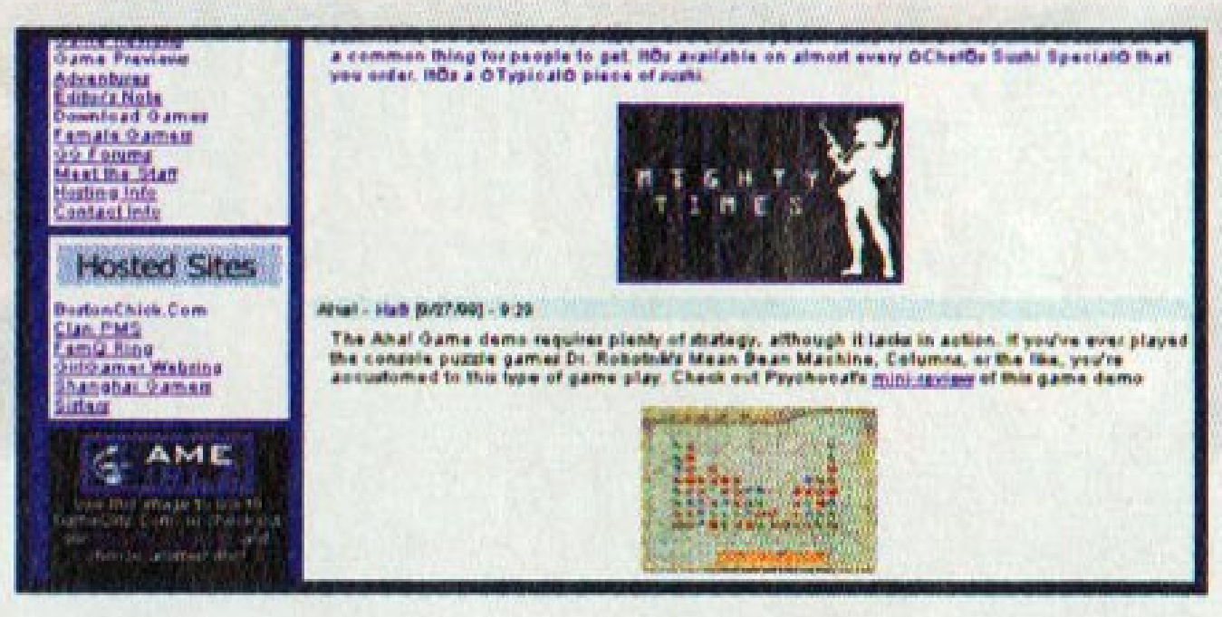
HOT LINKS!

Gamespot
http://www.gamespot.co.uk



In many ways this is very similar to the best US-based sites – but has the added advantage of being tailored specifically towards UK gamers. There's yer comprehensive array of previews and reviews, a huge daily news section, a mammoth assortment of tips, downloads, features, a very useful search facility… the lot. It looks lush and is nice 'n' easy to navigate your way round. A winner.

GameGirlz
http://www.gamegirlz.com



The Aha! Game demo requires plenty of strategy, although it lacks in action. If you've ever played the console puzzle games Dr. Robotnik's Mean Bean Machine, Columns, or the like, you're accustomed to this type of game play. Check out Psychocat's mini review of this game demo

No, we don't really know what the significance of the 'girlz' bit is either, this being a daily PC news site. If you're after a bit of a history lesson there are archives that cover the last couple of years along with plenty of demos, downloads and links. It's not overly exciting to look at, although this does mean a fast download.

Brain Blitz
http://www.brainblitz.com/humor/dailyfun/voyeur/indx.htm

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Completely and utterly useless, but a good way to waste an afternoon. Sit back and relax as *other people's* search enquiries scroll across the screen. If you like the look of any of them, one click takes you to the search results. It can range from the terminally dull – 'Things to do in Switzerland'; 'Foot care'; 'Livestock judging' – to the downright *weird* – 'Where can I find a site that will judge my face?'; 'What is a good site for information on teenagers' and, er, 'How are Crayola crayons hardened once they are poured into their mould?' Odd…

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CART BOOT SALE!

Business is boomin' off the back o' me barra!

So there i was with Feckless Jim tending me pitch, when this tourist comes up and sks me if i got any games. "Games?" sez i "Games? i've got more of them than i got irs on he noggin. Get ya hand in mate" i sez, "'Ave a rummage." And so he did...

GAMES FOR SALE

Console games for sale, N64, Saturn, PSX. Games like *Goldeneye*, *Bust-a-Move 3*, *Doom*. Games from £8. Also US games. Write for games list.
James Pearce, 5 Marlborough Road,
Dover, Kent CT17 9ND

Final Doom, Kick Off World. Both PSX games and in good condition. Would like £10 for each of them.
Steven Barton 07977 302 749

For sale *Metal Gear Solid* without booklet. £30 with unofficial guide included in the price.
Liam Connelly 01268 412 677

Hercules, Worms, Rayman* and *Lost World for PlayStation. *Sim Safari*, *Bug's Life*, *Lemmings 3D* and *Flight Sim* for PC. Call for prices. See ya!
Ashley Miles 01203 345 969

I am selling two PSX games *Soul Blade* and *International Motor X*. they are £15 each or two for £20.
James 01642 465 865

N64 games for sale: *Zelda*, *Turok 2*, *Banjo*. All with manuals and boxes. All in great condition. £25.
Sally 0181 335 3902

Nude! *Shadowman* on N64. £30, boxed, mint condition.
Arif 01924 455 303 (11am-3pm)

PC games for sale: *Nascar Racing*, *Duke Nukem*, *Indy Car*, *Wing Command 3*, *Hi-Octane*, *Magic Carpet*. £8 each. *Full Wormage* £13. Call now!
Manj 0121 601 0586

Sale: *Zelda* £25, *Goldeneye* £20, *ISS* £20, *Silicon Valley* £25, *Bomberman* £15, official Nintendo controller £8, *Mystical Ninja Starring Goemon* £20.
Adil Hnida 0181 544 9818

***Tomb Raider 3* for £15** and *Settlers 3* for £20 (unused) or both for £30. Bargain!
Ben Draper, 5 Forester Road,
Bath BA2 6QF

GAMES WANTED

Championship Manager Season 97/98 wanted for the PC. Will pay up to £30 for it.
Rob 07801 441 200

Does anyone have *Dragon Force* (Saturn], *Rock and Roll Racing* (SNES), or *Haunting* (Mega Drive)? If yes, then please phone.
Mick 01702 333 920

I will buy any of the following Saturn games for £5: *Wrestlemania*, *Steep Slope Sliders* and I will also buy Jaguar games at good prices. So what are you waiting for. Send me a list of what you've got.
Sean Woolfenden, 14 Watergate
Milne Court, Waterhead, Oldham,
Lancs OL4 2UY
seanwoolfenden@hotmail.com

Lookin' for a Nintendo Super Game Boy for £10 or less and any Super Nintendo *Star Wars* games between £5 and £7 for them.
Matthew King
0786 768 3291

PlayStation game wanted: *Road Rash* 1. Will pay £10-15 for the game or will swap.
Piero Scaccia 01443 201 889

SNES RPGs wanted. Cash or swap. *Might and Magic* 1 or 2, *Secret of Everemore*, *Secret of Mana*, *Breath of Fire* 1 or 2, *Illusion of Time*. Contact me now!
Tim Waterman, Greenways, Brook
Lane, Woodgreen, Nr Fordingbridge,
Hants SP6 2AZ

Wanted for Mega Drive *Splatter House 3*, English or import, plus any *Splatter House* reviews or art. Will pay good price. Please call me as soon as you can.
Lee Tatlock 01744 730 466

Wanted for PC! *Rainbow Six* 1 or 2. Also extension pack. Will sell or part exchange *Tomb Raiders* (1,2,3). Hurry!
Liam Hancock 01556 611 591
(after 5pm)

GAMES TO SWAP

I will swap my *Resident Evil 2* or *Constructor* or *Alundra* for your copy of *Pokémon* on Game Boy. Phone for details.
Martin Jackson 01706 711 518

I would like to swap *Die Hard Trilogy* for *Metal Gear Solid*. Must have manual. Thanks.
Tomos Edwards 01978 845 988

***Tekken 3*. Swap for *WWF Attitude*.** *Grand Theft Auto* swap for *Dead or Alive*. *Actua Soccer* swap for *Street Racer*. All on the PSX. Please hurry!
Philip Eaton, 30 Coughton Place,
Walford, Ross-on-Wye, Herefordshire
HR9 5RX

Will swap *Crusader* or *Worms* ignore for any WWF game for the PSX. I'm desperate so call me!
David Jones 01472 237 385

Would like to swap *Ghost in the Shell* for *Tenchu: Stealth Assassins*. I don't mind if it has no case or instructions. Call me.
Laurence White 0161 439 9726

FANZiNES

A Red Alert website for editors, conversions, new maps and much more. Check out this address:
http://www.blackphoenixesra.freeserve.co.uk

Games Station, the ultimate PlayStation magazine. Send £1.50 with name and address to:
Jamie Cameron, 56 Kelvin Gardens,
Hamilton, South Lanarkshire,
Scotland ML3 9NP

If you have your own fanzine or website send it in to GamesMaster!

PENPALS

14-year-old wanting female penpal. Likes sports and PlayStation. 100% reply to anyone who writes to me. Penpals any age.
Keith Tottingham, 799 Manchester
Road, Castelton, Rochdale, Lancs
OL11 3AH

Female/male penapl aged 13-15. Must like PlayStation. Please send photograph if possible. Reply 100% guaranteed. Bye.
Ian Bates, 54 Moorview Drive,
Teignmouth, Devon TA14 9UN

Female penpal wanted age 12-14. Must like N64 or PSX. 100% reply. Live in Hants area. I am 12. Send photo.
Steve Neal, Summerhill, Redenham,
Andover, Hampshire SP11 9AN

Female penpal wanted! Must be between 11-14 years old (I'm 13). Must also have a good sense of humour and love South Park. Please send photo! All replies answered. See ya.
Terry Mitchell, 46 Goodman Way, Tile
Hill, Coventry CV4 9UG

Female penpal wanted. Must like PSX, South Park and *Metal Gear Solid* and hate WWF. Age nine to 12. Write to me now!
Ben Robinson, 21 Knolton Way,
Slough, Berks SL2 5TD

Female penpal wanted please, age 13-17. Must like anything APART from WWF and NUFC. Send a photo if u like. Reply 101% guaranteed. Bye!
Tom Burn, 31 Hipsburn Drive,
The Barnes, Sunderland, Tyne &
Wear SR3 1TX

I am looking for a penpal between 13-15 years old. Must like N64. Female only. Look forward to hearing from you. Bye.
Paul McNairn, 45 York Road,
Bridgwater, Somerset TA6 6EE

Male or female penpal 13 or over. Must love *FF7*, South Park, Friends, *Metal Gear Solid* and PSX. Get writing. 100% guaranteed reply. Ta!
Michael Blakeman, 101 York Street,
Garston, Liverpool L19 5PG

Male penpal wanted. Must love WWF, footie and N64. I'm 15, 110% reply rate. Please write!
Rachael Walker, 31 Stannington
Grove, Sunderland, Tyne & Wear
SR2 9EG

M/F aged 12/13. Must like WWF, DC, PSX, *FF7*, *Resi*. Likes roller blades, hates *Tomb Raider*. Loves South Park. Picture if possible. Reply promised.
Matthew Bateman, 36 Havilland
Road, Thornaby, Stockton-on-Tees
TS17 9JJ

M/F aged 13/14. Must like WWF, PSX, DC, *Res*, WWF & WCW games and hate 3:16. Send pic if poss. Reply promised.
Richard Dobbing, 97 Havilland Road,
Thornaby, Stockton-on-Tees TS17 9JH

M/F penpal wanted age 15-20. Must like South Park, have a good sense of humour and like any weird unusual stuff. Photo please.
Byron Young, 77 Wye Court,
Thornhill, Cwmbran, Gwent NP44 5UL

M/F penpal wanted aged 14-16. Must like N64. I am 15. Get writing to me now!
Sarah Jones, 1 Farrar Street, Clubmoor, Larkhill, Anfield, Liverpool, Merseyside L13 9DH

Penpal aged 16-20. Female wanted. I'm 17 and love PSX and music. Must be crazy. Guaranteed reply. Please send photo. Get writing. You know you want to!
Roy Jenkinson, 15 Wood Lane, Swain House, Bradford BD2 1JU

Penpals aged 10-14 wanted. I'm 11. I love PSX and N64. I like everything including The Simpsons. Please send photo (will reply). M/F, doesn't matter.
Michael Welch, 40 Homer Road, Knowsley, Liverpool L34 0HH

Penpals wanted aged 12-14. M/F. I love WWF, South Park, Man U. 100% reply guarantee. Send photo if possible. I'm 13. See ya!
David Byrnes, Westleigh, Banogue Hill, Gorey, Co Wexford, Republic of Ireland

Wanted penpal aged 11-13, M/F, any will do. I like Simpsons, South Park, Game Boys and PCs. Please send photograph is possible. I'm 12, please write.
Ross Mapes, 49 Thorn Leigh Road, Crossland Moor, Huddersfield, Yorkshire

CONSOLES FOR SALE

21 games, two control pads, Sega Mega Drive. Brill condition. £60.
Dean George 01443 643 610

Boxed PlayStation, seven games including *ISS '98* and *FA Manager*, plus three memory cards. Get the whole lot for just £50. Can you resist?
Jonathan Marsh, 20 Camp Mount, Pontefract, West Yorkshire WF8 4BY

For sale N64, one control pad, memory pak, *Mario Kart*, loadsa cheat books. All for £90. Please, please buy!
Scott Roberts 0181 203 2548

For sale: PSX, two pads, three memory cards, *Metal Gear Solid, FIFA '99, Worms, Spyro the Dragon, Tekken 2, Actua Soccer 2, Premier Manager '99, TOCA Touring Cars*. £160 ono.
Marvin Murphy 01730 814 640

For sale: SNES with eight games, two controllers and carry case. Good condition. £65 ono.
Ken 01784 741 434 (evenings only)

Mega Drive for sale, six games, two cheat carts and two joypads. Must collect. £60.
Gabriel May 01908 695 944 (after 5pm)

N64 and *Turok 2, South Park, Goldeneye,* *Rogue Squadron* and three joypads, two jolt packs. Great condition. £200 ono.
Aron 01274 636 029 (after 4pm)

N64, five games including *Zelda, Goldeneye, DKR*, one memory pak. All boxed in mint condition. Also mags and guide book. £160.
Ben Youssefi 01704 531 138

N64 for sale, two controllers, three games, expansion pak, rumble pak for just £80-100.
John Manser 0181 896 0826

N64 games and console. *Mario 64, Zelda, Blast Corps, ISS 64, WWF Warzone, NBA Courtside, Goldeneye, Pilotwings, Diddy Kong Racing*, two controllers, memory pak, rumble pak, game racks. All for £200.
Matthew Butler 01235 521 690

N64 plus nine games including *Zelda, Goldeneye, WCW/NWO Revenge*, cheat cart, Gamestation unit, cheat book, *Revenge* players guide. £260 ono.
Danny Diaz 01784 243 231

N64 plus *Zelda, Mario Kart, Lylat Wars,* *B&K, ISS '98, Mario, WCW/NWO* and three rumble paks, three pads and two memory paks. £210 ono.
Hanif 0171 790 1162 (after 6pm)

N64, three pads, rumble pak, memory pak, steering wheel, pedals. Games: *Turok 2, Goldeneye, Duke Nukem, WCW/NWO Revenge, F1 WGP*. All boxed except *Goldeneye*. £200, no offers.
Bernard McKeon 0181 558 2753

N64, two controllers, one expansion pak, one memory card, *Goldeneye, Turok 2, Top Gear Rally, Mario 64, Duke Nukem*. All boxed. £120.
James Cooper 01556 612 186

N64, two controllers, rumble pak, memory card, memory expansion, five top games including *Zelda, Goldeneye, Turok 2*. All boxed with instructions. £200.
Ian Foster 01527 545 162

N64 with 13 top games, four joypads (one not working), two memory paks and a rumble pak. Great deal £350.
Mikey Baillie 01592 570 069

N64 with three controllers, two games (*Goldeneye and Zelda*), two rumble paks, one SCART lead and a V3 racing wheel. £150 ono.
James Bridgens 01452 300 808

PSX, nine games including *FIFA '99, Ridge Racer Type 4, WWF Attitude*, three controllers, one Dual Shock, mint condition. All boxed. Two memory cards. All for £170. Please buy!
Simon Gurney 01363 84319

PSX with 14 games, memory card, two controllers, G-Con 45, steering wheel, games holder and tips book for £250.
Niall Nicholls 01757 249 206

Saturn with 30+ games, two guns, two pads, steering wheel, memory card etc. £150 ono for the lot.
Richard Rafferty 01846 638 208

Sega Saturn, 19 games including *Z, Sonic R, VF2*, four demos, two pads, steering wheel. Boxed. £200 for everything.
David, 98 Scott Road, Lowton, warrington WA3 2JG

Sega Saturn for sale with 11 games, three pads, four demo disks and a cheat booklet for £85 ono or I will swap for N64.
Stuart Henry 01509 646 557

Sega Saturn in excellent condition with 11 top 10 games thrown in as well. Also includes a steering wheel, memory card, demo discs and one control pad. The whole lot for just £60 I need quick sale.
Mark Thomas 0114 244 2192 (after 7pm)

Sega Saturn with 20 games, Predator gun, controller, all in good condition. £100 ono. Leave a message with your number.
James Holder 0181 252 1923

SNES for sale. All wires, five games, two controllers. Please ring for more details.
Robert Spencer 01483 830 502

Want to sell N64. Fully boxed, seven games, three controllers, one game killer, three memory paks and one rumble pak. £300.
Scott Garratt 01902 565 218

Game Boy for sale with 10 games, power pack, light magnifier and mains adaptor. Plus two games (unfortunately without instructions) and one box. All for £70 ono.
Andrew Lacey 01246 414473

N64 for sale with 12 good games and rumble pak. Magazines included as well as 2 controllers. Price can be arranged on the phone. Call me.
Steven Dent 01724 734661

CART BOOT SALE!

Sell games, buy ones you've always wanted, make some dosh out of that old console or find a GM penpal. it's free with our reader ads service...

Got a frying pan to sell? Need to shift second-hand motor? Want to swap your council house? Well, you're in the wrong mag. Try Exchange & Mart instead. Nope, this is the place to sell and swap games, offload your old console, find a classic game, advertise your fanzine and make contact with other GamesMaster readers. And best of all, like sunshine and trees, it's completely free! Simply write your ad on the form below (or use a photocopy if you don't want to cut up your copy of GM) and we'll print the ad in the earliest available issue.

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Please put my ad in the following section (please tick)

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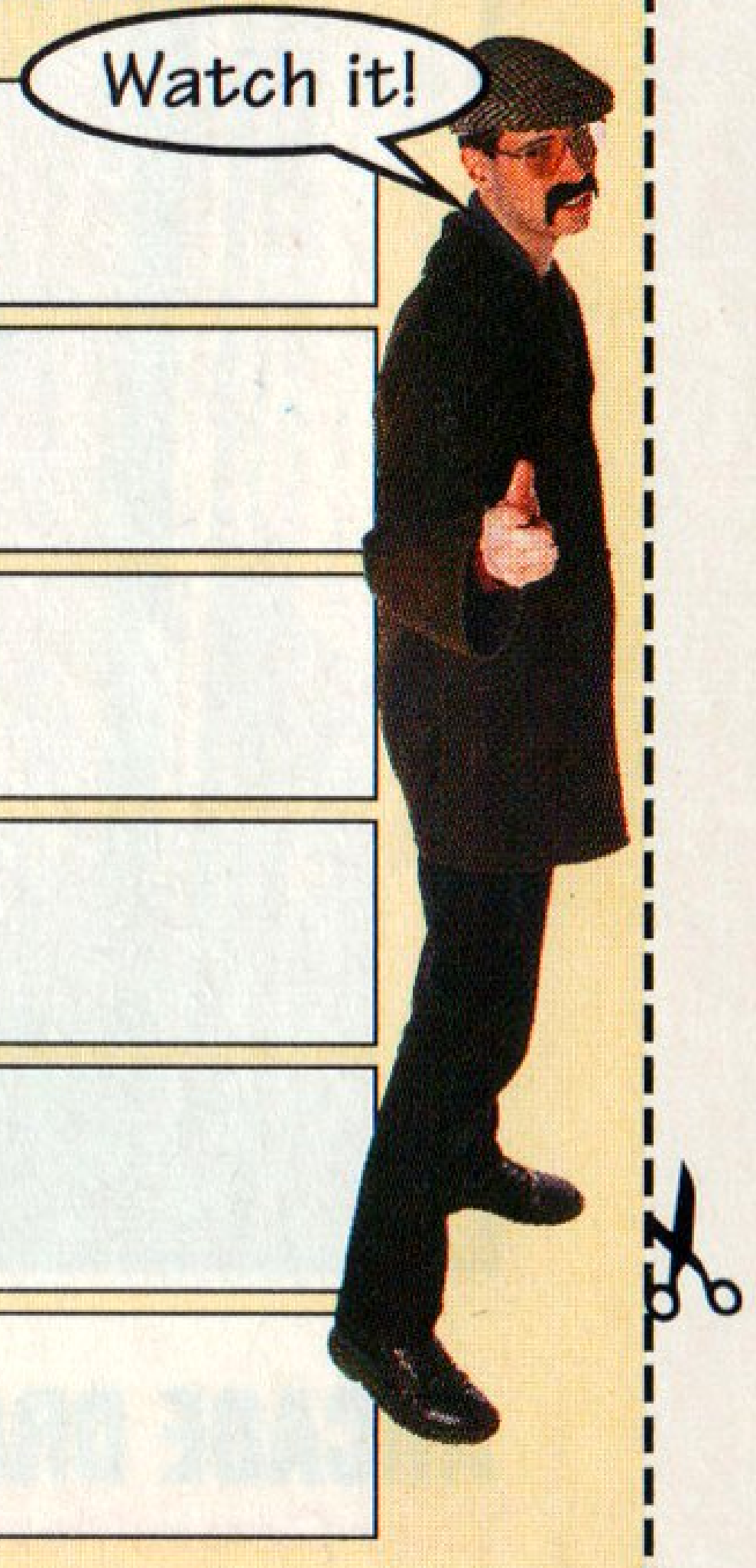
Signed ____________________



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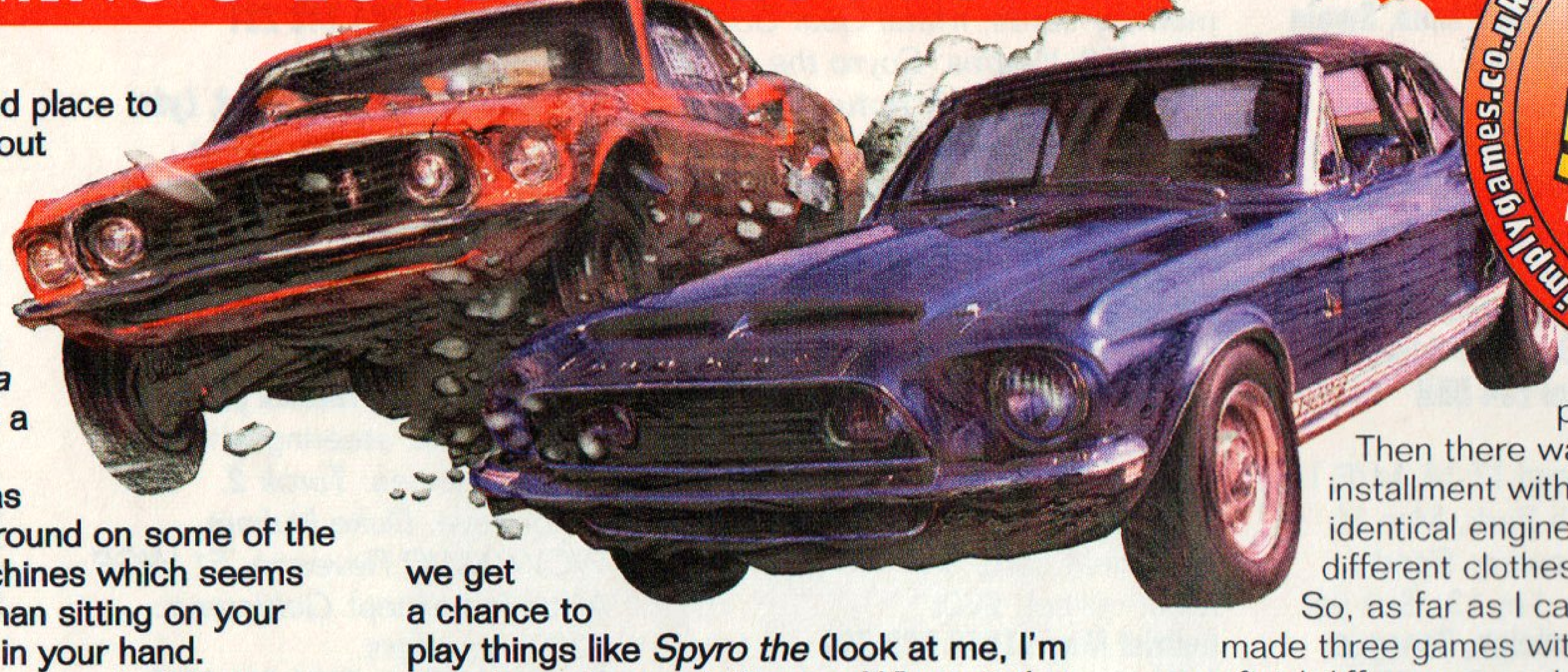


PLAYING LEFTFIELD

Dear GamesMaster

I have noticed over the years of videogame playing that the only left-handed (or footed) characters are in tennis or football games. It feels like they're leaving us out. Even some games with multiple characters have forgotten about left-handed folk. In fact, I can't name any whatsoever. *Syphon Filter*, *Time Crisis*, even in *TOCA 2* the drivers shake their right fist in anger. The list is literally endless. Also, the Namco G-Con 45 has all the screw holes on the side that I hold it. Even Lara Croft goes for her weapons with her right paw – it's unfair. Just because there's an average of 3/1 of right-handed people in the population doesn't mean they can exclude us.

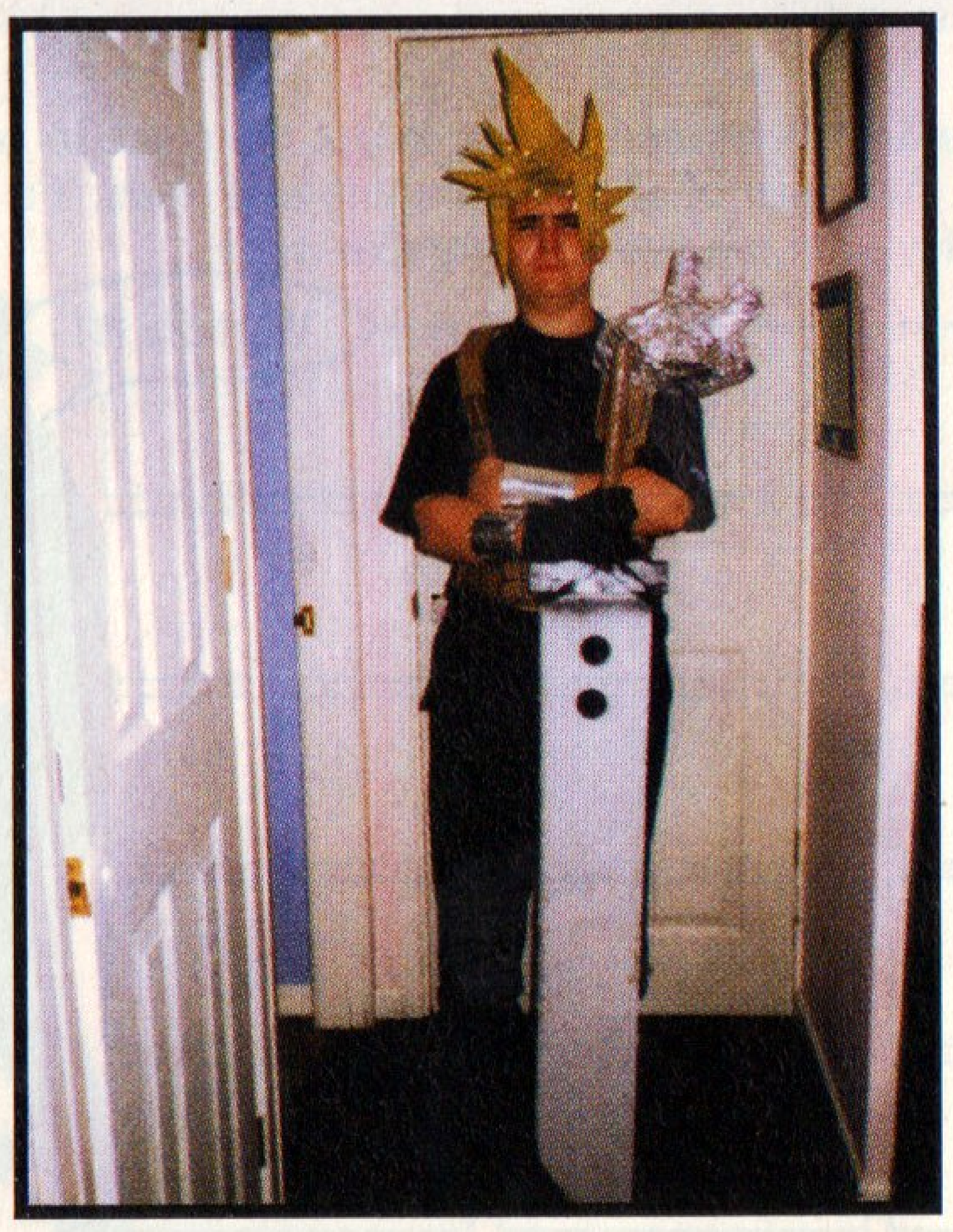
Richard Hollingworth, Kinross

Yes I can see why you're angry. Man, I'm fuming at what is tantamount to prejudice. The only possible solution is to take militant terrorist action or play you games while looking in the mirror.

BETTER LATE THAN NEVER

Martin French, Swindon

Martin, you unfortunately addressed your entry to G-Mail rather than the correct address for the figurine competition. But even so we still think you look most excellent in your Cloud costume.



ARCADE DRAMA

Dear GamesMaster

Will arcades die in the face of the next generation consoles? No they won't. Why do I think this? Well (for me anyway) arcades are a lot more fun than home consoles. For one, they are usually on a larger scale, with surround sound, large screens and specific accessories (ie, guns and steering wheels). Also, they are a lot cheaper in the short run, costing as they do between 50p and £1. Consoles, on the other hand, cost money to buy in the first place, and then an investment of £30+ for any game you want. Add peripherals to this and costs soon add up quickly. You get a huge selection as well, depending on the size of your local arcade, They are also a good place to hang out (sort of) and for a few quid, you and your mates can have a laugh playing any multi-linked game (*Daytona* for example). There's a whole lot more involvement as well as you chuck yourself around on some of the latest interactive machines which seems like much more fun than sitting on your bed with a controller in your hand.

There's also the issue of of lifespan. What happens when your console finally reaches the end of its life and stops having games produced for it (like my Saturn)? You don't need to fork out for the latest piece of hardware, just head down the local arcade and have some fun for a fraction of the price.

So, to sum up, arcades won't die unless Sega and Namco stop making games for them, and I can't see that happening for a while, can you?

Chris Haig, Taunton

The slotties are top and we can't imagine a world without them. But the world of games is a changing and soon we may have consoles more powerful than their arcade cousins. You can tell developers like Sega are getting a bit nervous as they continue to bring out novelty cabinets.

HEAD CASE

Dear GamesMaster

How do you do GM? Me? I'm fine and looking forward to *FF8*. Also, tell Kittsy and Timmy that I'm their biggest fan!

By the way, where's the old bodyless git formerly known as the GamesMaster? Has he retired? Or has he died of the flu? Or perhaps old age? He's my grandpa y'know and I was going to buy him a stairlift and a pair of slippers for Christmas. Oh well, if he is dead, make sure I'm included in the will. If he's alive, tell the old git I want *FF8* for Christmas!

GamesMaster Jnr

If he's your grandad you should know where he is. How can you lose your grandad? Have you checked down the back of the sofa? Timmy and Kittsy send their love and wish you a happy Christmas.

HOLIDAY BLUES

Dear GamesMaster

I spent two weeks away from my beloved PlayStation during the holidays and I didn't miss it at all. Why, I hear you ask? Because of the lack of quality games on the market, that's why. I got my PSX for Christmas '97, knowing that it had already been going for two years. I though I'd need loads of money to get all the games I wanted for my new machine, but there were hardly any decent games to buy.

I now own nine games and, to be honest, I regret buying about a quarter of them 'cos they're crap. Yes, I own some classic titles like the *Tomb Raider* series and *Final Fantasy 7* but you soon get bored of them once you've played them through. There seems to be a real lack of any new or decent RPGs or anything that's as good as Lara, instead we get a chance to play things like *Spyro the* (look at me, I'm so cute and purple) *Dragon*. Why is it that only really decent games are released at Christmas while the rest of the time football and beat-em-ups are all we get? All I can say is thank heavens for my darling GamesMaster keeping me up to date on those few gems out there.

Sarah, Hull

Hey flattery will get you a long way. Anyway, I'm sorry that you regret buying two and a quarter of your games. The summer is always a barren time for quality titles as publishers want to capitalise on the Christmas retail boom and so time the release for the end of the year. But during the summer we had such classics as *Driver* and *Soul Reaver* which should have satisfied. Chin up eh!

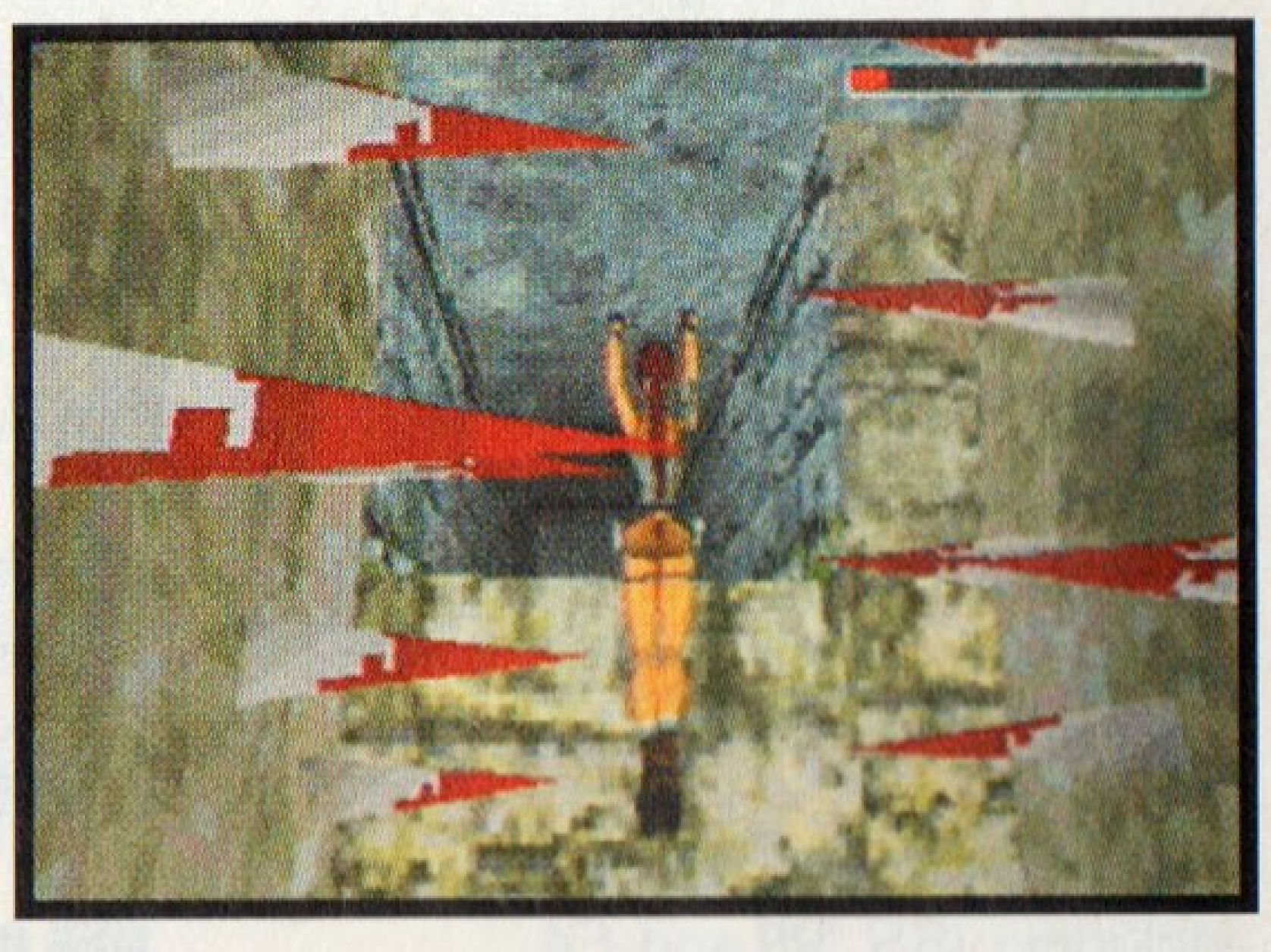
DEAD AND BURIED

Dear GamesMaster

Can Core Design possibly pull the wool over everyone's eyes for the third Christmas in a row? I mean the original *Tomb Raider* was pretty good. Great graphics and gameplay despite the finicky precision jumping sections. The second in the series was exactly the same engine but with some fancy locations added – a bit like an episode of the Holiday programme.

Then there was the third installment with an almost identical engine but with some different clothes and vehicles.

So, as far as I can see, they've made three games with only superficial differences and they're now going to make a fourth with even less to distinguish it from its predecessors. Stop embarrassing other British games developers Core, and take a look at the superb track records of companies such as Codemasters, Rare and Psygnosis.



Gareth Humphreys, Ramsbottom

While there are many gamers who are sick of the sight of Lara, they are still thousands who love her dearly and the new sequel will sell bucket loads. While we respect developers which have integrity, we realise that they have to make money as well. Consequently, Rare and Eidos would have to

STAR LETTER

Dear GamesMaster

Just recently I packed away my N64 and PlayStation and took out my dusty old SNES and had a game (which turned into two… then four, you get the idea). Now, don't get me wrong, I like the new consoles and I think the Dreamcast, PlayStation2 and the Dolphin/Sea Cucumber are going to be excellent, but it seems that game developers haven't been heeding the gameplayer's call. We like gameplay AND graphics, but if you sacrifice graphics for gameplay's sake, then it's usually okay. and I don't mean that textures should be so blocky that you can't actually tell if the gameplay's good, I mean… well take *GTA* as example – virtually 2D graphics but pant-peeingly, tremendous gameplay. So, M developer, we want gameplay, not just graphics (oh and longevity too).

Sean Organ, Glasgow

Games ain't what they used to be are they? And I bet you remember when kids had respect for their parents as well. Anyway Sean you get the games of your choice for the *Final Fantasy* soundtrack and the *Res Evil* story you sent. That should cheer you up!

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CAR TROUBLE

Dear GamesMaster

On the 13th July I bought *Driver*, and it is one of the best games I have ever played. The cities are huge and well designed, and the lighting effects are superb. There is lots of exploring to do and the one-player game lasts ages due to all of the different options available. However, I occasionally mess around on the Take a Ride option and have noticed a large amount of severe glitches, most of which appear to be careless mistakes. Take New York for example. If you scare the pedestrians strolling alongside a wall separating water from dry land, they usually run straight through the wall and continue strolling out to sea. Once, I even T-boned a civilian car and it also went straight through the sea wall and came to a halt on the water.

I have also found myself driving in mid air, and there are times when I've come across an invisible wall that blocks my path. Sometimes, during a crash, I'm catapulted through the roof of a tunnel.

At first I thought that my game must be faulty, but then I found that two of my friends had the same problems as well. Surely these glitches could have been avoided. What's going on GamesMaster?

Luke Guest, Wolverhampton

Glitching is just part of the rich tapestry of 3D gaming. Only a special few such as *Tekken 3* and *Metal Gear Solid* are glitch free. Unfortunately, it's just part of games at the moment. In *Driver's* defence, the pedestrians were the last part of the game to be developed which is perhaps the reason they're a bit dodgy. Hey, no one's perfect.

answer to angry shareholders if they didn't occasionally exploit their wonder woman.

CONSPIRACY THEORY

Dear GamesMaster

We are all left wondering why Sony aren't bringing out their PocketStation in the US or Europe. Well wonder no more as I have the answer. Upon searching through the web one day I entered a sacred meeting, and this is what I heard.

First voice: "The secret Sony assembly of World Domination is now in session. First topic of the day (rustle of paper) the release of the PocketStation."

Second voice: "The release of the Dreamcast in Europe is imminent. Now are we going to release the PocketStation outside Japan or not?"

Third voice: "No, we shall show our weakness to the world."

First voice: "What do you mean we shall shall show our weakness?"

Third voice: "Look we've already dropped the price of the machine itself and its controllers, this might be seen as another running scared promotional offer."

Second voice: "That's not enough to put our supporters off. I believe the Dreamcast is a bunch of crap anyway and won't live up to the hype it's getting." (Big crash and several bangs… Gasp, shock, horror! It's Captain DC!)

Captain DC: "Pathetic fools, you dare doubt the Dreamcast's power and ability to crush all opposition?"

Second voice: "Yes, and for good reason. Your shipment is about to be hijacked by a team of Sony assassin divers. (Presses radio contact.) "This is HQ. Go ahead with operation World Domination phase one."

Diver: "Sir we don't have the coordinates of the ship. How are we supposed to know where it is?"

Second voice: "Dammit! That's phase one down the bog hole."

Captain DC: "Muhahahahah! Looks like I've got your danglers in the juicer now."

First voice: "Just one minute (pulls across a curtain revealing…) this is a nuclear equipped walking battle tank!" Enter Konami attorneys with police who arrest First voice for breach of copyright.

First voice: "We'll be back Captain DC. You won't get away with this, not when the PlayStation2 is on the horizon…"

Link with Sony meeting terminates.

So are Sony really doubting the power of the Dreamcast? Or is it falling apart for them? Who knows? Tune in next week to…

Sean Ardis, Welling

While we can't confirm this encounter ever took place we can say that it definitely, could have happened… maybe. If anyone else witnessed these events please inform us as soon as possible so we can take action.

BEST OPTION

Dear GamesMaster

I'm lucky enough to own an N64, PlayStation and a Saturn (yes I know, but *VF2* and *Sega Rally* still rock). Anyway, I've been reading up on the new machines (PS2 and Dolphin) and their awesome graphical power, but I'd like to quote the Shania Twain song where it goes, "They don't impress me much, they've got the looks, but have they got the touch?" I say this because if you look back in history you'll see that high tech specs are usually a good thing (although the Lynx, CD32, Jaguar, 32x, and Saturn all looked great on paper but failed miserably).

The fact is that third-party developers are going to produce for the console that offers them the the easiest, cheapest and most profitable way to release titles. Which is why I'm wetting myself over the arrival of the Dreamcast. It rocks.

Callan Trump, Berkely

In response I must also quote the Twain and say, "Man, I feel like a woman" but back to your letter. Dreamcast "rocks" and it has proved that it can combine great gameplay with visual flair. Can Sony and Nintendo repeat the trick? We'll have to find out, but I'm pretty confident. Also, thanks for the pic of your game centre. Can anyone do better?

INHERENTLY EVIL

Dear GamesMaster

If I already own *Resident Evil 2* on the PlayStation, is it really worth getting the N64 version when it comes out? And why is everyone so sure it'll be good just because they've used a nifty bunch of compression techniques to get it on the cart? Remember *Wipeout 64* and its horrible tendency to crash?

Finally, is there any plans for the porting of *Resident Evil 3: Nemesis* to the N64, or will the transition depend on how *Resi 2* is received?

Lee Marsden

If you have *Res Evil 2* on the PSX don't bother with the N64 version. But if you've only got an N64 it's worth a gander to see what all the fuss is about. As for a *Res Evil 3* conversion, it took *Res Evil 2* a year and a bit to come out so we'll all have to just wait and see.

GIMME ANSWERS!

SEA OF MEMORY

Dear GM

In GM issue 85 I read some news about a game for the PS2 called *Virtual Ocean*. As I read through the article I thought, "This sounds a bit like *Ecco the Dolphin* to me." Is it going to be similar?

Lee Harding, Tadworth

Yes it will be a similar type of experience, but unfortunately this might be another Japanese oddity that never reaches these shores.

GET CONNECTED

Dear GM

Is it true that there'll be no aerial connection with the Dreamcast when it arrives here? And if it doesn't have one, are we supposed to buy a new TV to compensate?

Duncan Joyce, Bolton

Duncan, it's true, but before you buy a new telly think about buying an RF adaptor instead. It's cheaper.

PLAYSTATION POD

Dear GM

I recently went into my local games shop to enquire about the release of *Star Wars: Episode 1 Racer* on the PlayStation and they said that it has been scrapped from coming to the PSX altogether! Is this true?

David, Wolverhampton

I'm afraid so. There were plans to bring out a PSX version but now LucasArts have decided to put their energies into fresh projects. Next gen software perhaps.

PANTY FAN

Dear GM

There was a cheat in *Soul Blade* that let you change the colour of Sophitia's underwear. Can we expect the same for *Soul Calibur*?

David, Wolverhampton

After you've selected Sophita hold down any combo of the attack buttons while the level is loading. You animal.

AND REMEMBER…

YES, PLEASE	PLEASE… NO!
YES! What do you think to the look of the PS2. Cool or crap?	**NO!** Moaning about release dates. Take it up with the publishers.
YES! Is Pokémon for youngsters? Or the coolest thing on the Game Boy?	**NO!** I think the Dreamcast's rubbish. Are you really that short sighted?
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GRRRR!

I'M GONNA RIP YER HEAD OFF!

WWF CIRCUS ARRIVES IN BIRMINGHAM!

Knee-pads, sequinned dressing gown and Speedo swimming trunks in tow, Oliver Hurley set off for the NiA to witness the WWF's Rebellion event. An evening of rage in a cage, hell in a cell and the Daz doorstep challenge...

Hurley, you're in big trouble! Just as soon as I squeeze this turtle head out, that is.

Picture Birmingham and you're liable to think of concrete, multi-storey car parks, smog... and more concrete. Funnily enough, the National Indoor Arena skillfully manages to combine two of these lovely features – concrete and a massive multi-storey car park – to come up with possibly one of the ugliest pieces of architecture you'll ever come across.

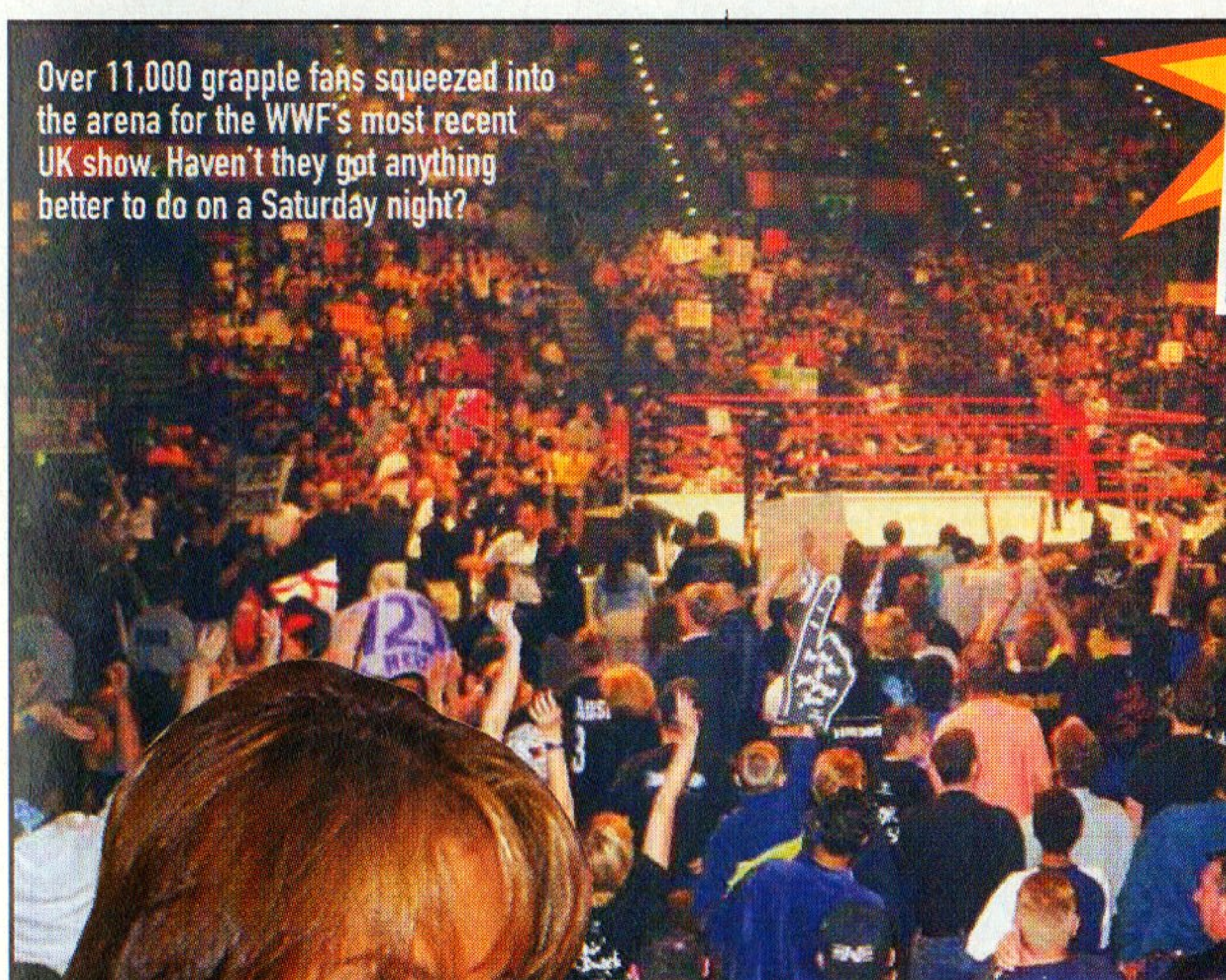
But GM didn't trek all the way up the M5 to study the design of large buildings in the Black Country. We were there to witness the spectacle of the World Wrestling Federation's latest UK extravaganza of latex, baby oil and chest implants (and that's just the men).

In between taking a gander at THQ's latest grappler – '*WWF Wrestlemania 2000* (see review, page 94) – we managed to obtain an audience with a small but, we're sure you'll agree, select variety of celebs. WWF women's champ Ivory proved to be remarkably short and yet surprisingly top-heavy. The Rock, meanwhile, appeared to be in something of a rush but that is, after all, perfectly understandable. Dwayne (as his mates call him) obviously has a hectic schedule: go to gym, say 'roody poo' and 'candyass' a lot, practise raising one eyebrow at a time, shave armpits. Very interesting.

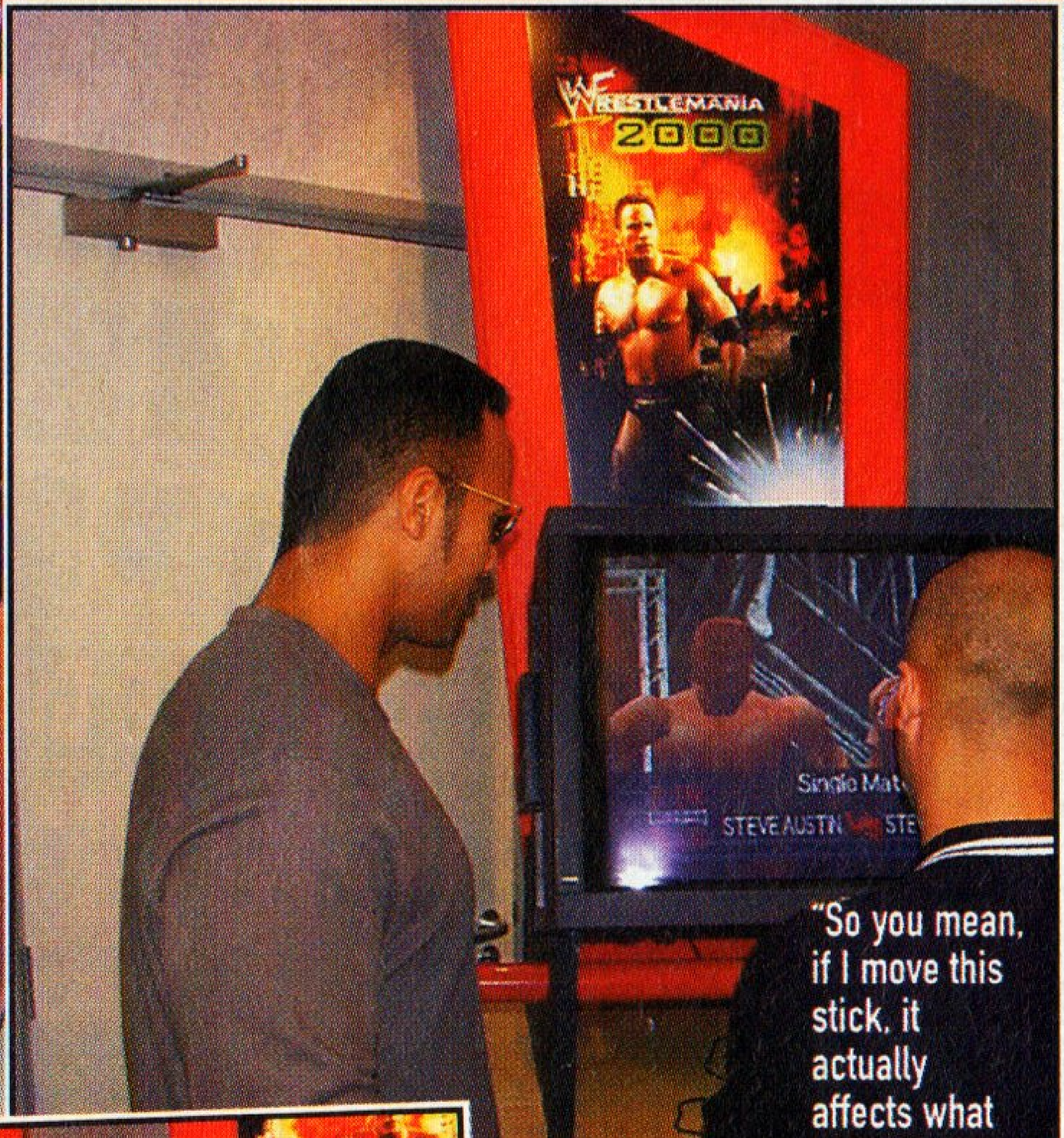
Far more accommodating was – of all people – Shane Ritchie (he of Daz doorstep challenge 'fame'). When presented with a copy of GamesMaster, he could barely contain his delight. "It's even better than Fiesta!" he exclaimed, excitedly. We, naturally, had no idea what he was talking about.

The show itself was highlighted by Chris Jericho beating Road Dogg in a major bump-fest; the British Bulldog sending Vince McMahon's daughter to the hospital after flinging a dustbin at her head, and Triple-H beating The Rock in a suitably dramatic, and bloody, cage match. Special mention must also be made of the Godfather and the impressive array of scantily clad 'hos' that accompanied him to the ring. Lovely jubblies.

Perhaps the finest entertainment though occurred *after* the show back at the hotel bar, where a couple of tanked-up jabronis attempted to suplex each other through a nearby coffee table. Suffice to say the management were not amused at all...

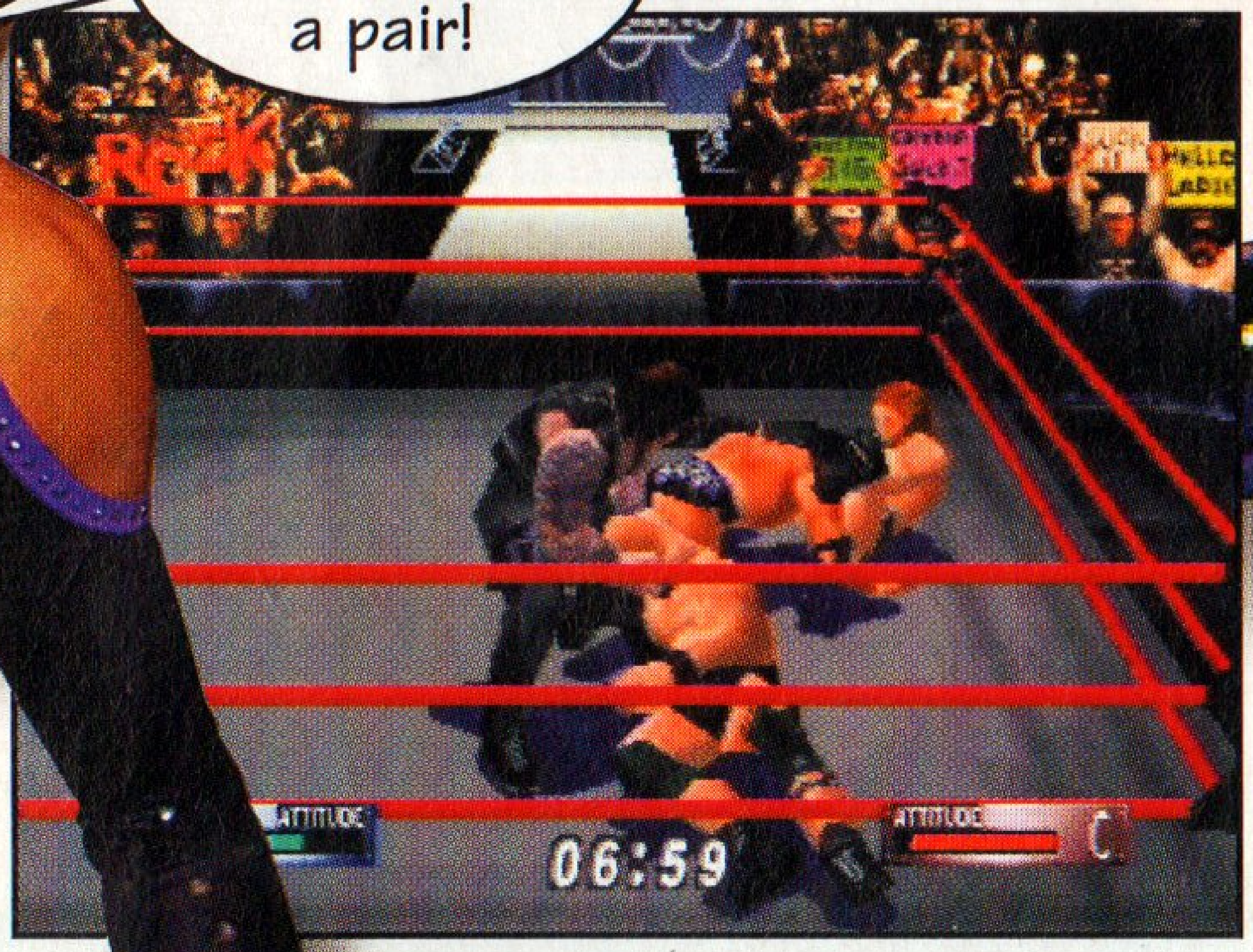


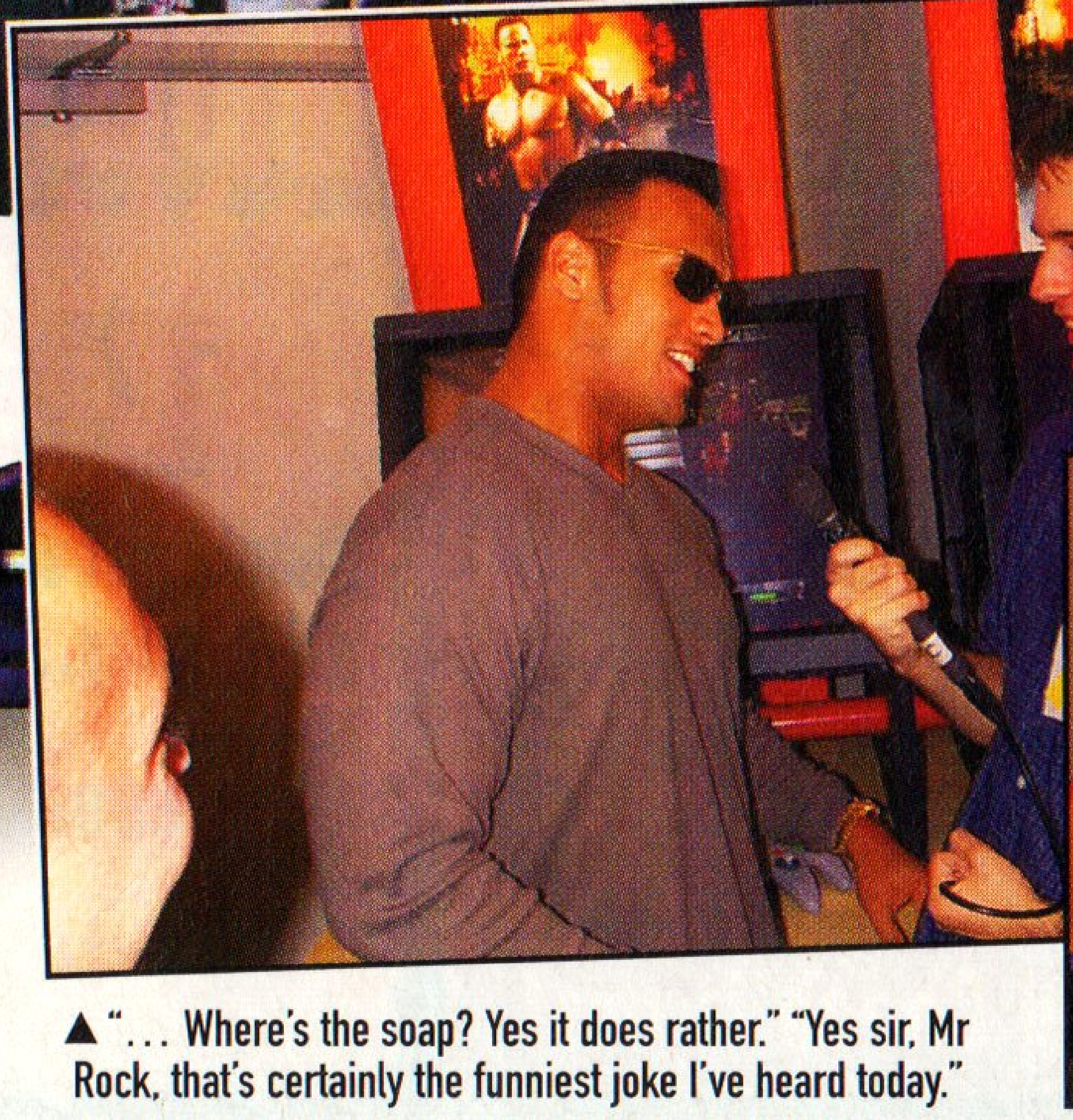
Over 11,000 grapple fans squeezed into the arena for the WWF's most recent UK show. Haven't they got anything better to do on a Saturday night?



"So you mean, if I move this stick, it actually affects what happens on the screen?!" "Yes Dwayne, that's the general idea."

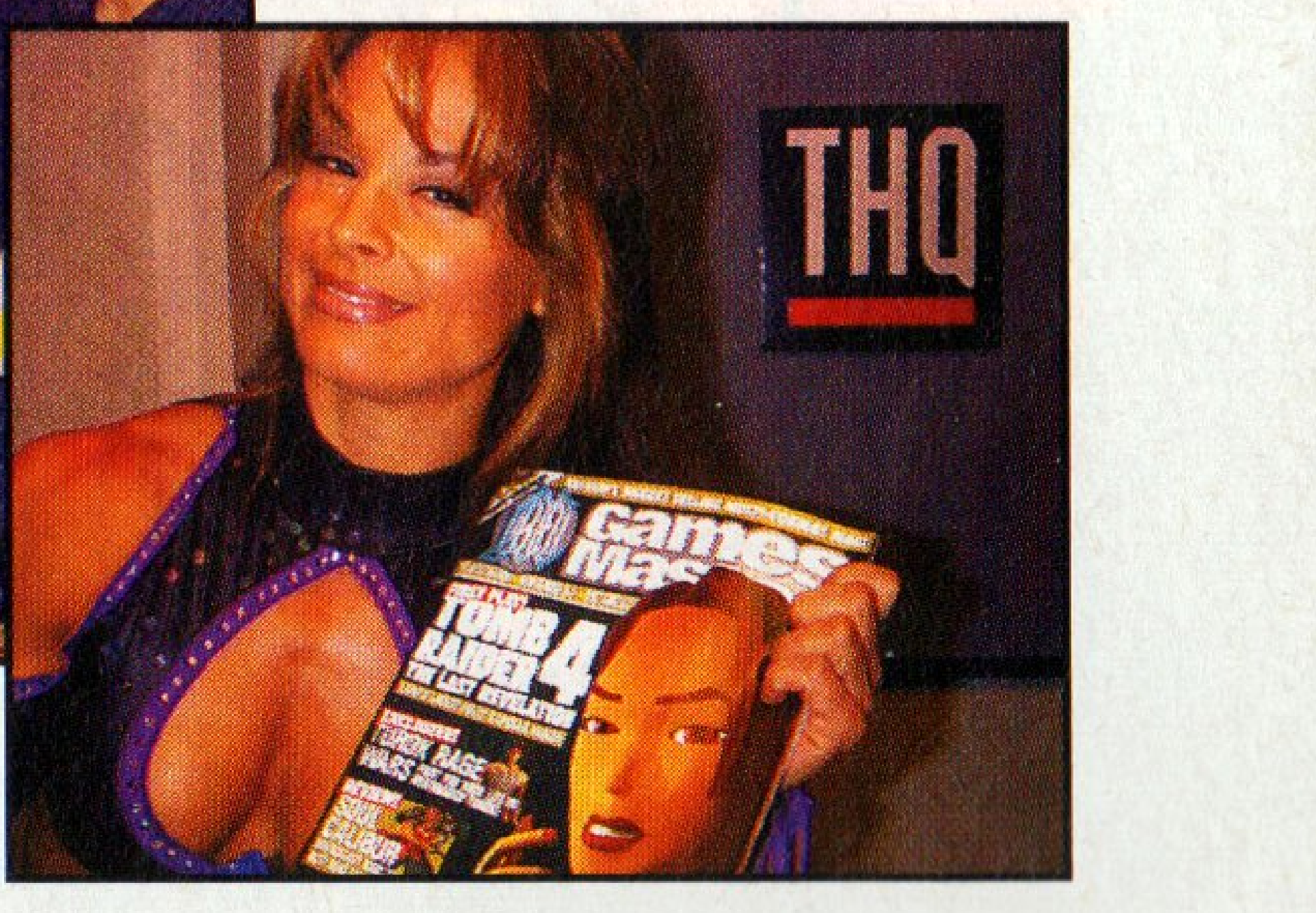
I got 'em cheap down the market. £1.99 a pair!





▲ "... Where's the soap? Yes it does rather." "Yes sir, Mr Rock, that's certainly the funniest joke I've heard today."

▼ Some silly silicon-implanted bint. And a female wrestler.



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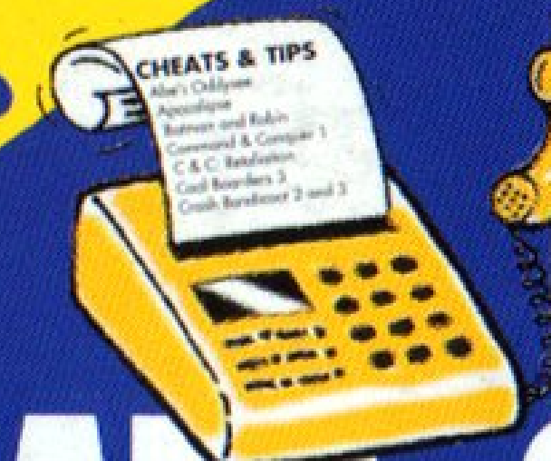

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